ISSUE NO.

293

JULY

AUG/SEP PRE-ORDER









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DARKNESS FALLS

How to Play

















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MULTIVERSE ROLE-PLAYING GAME











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MARVEL.COM/RPG







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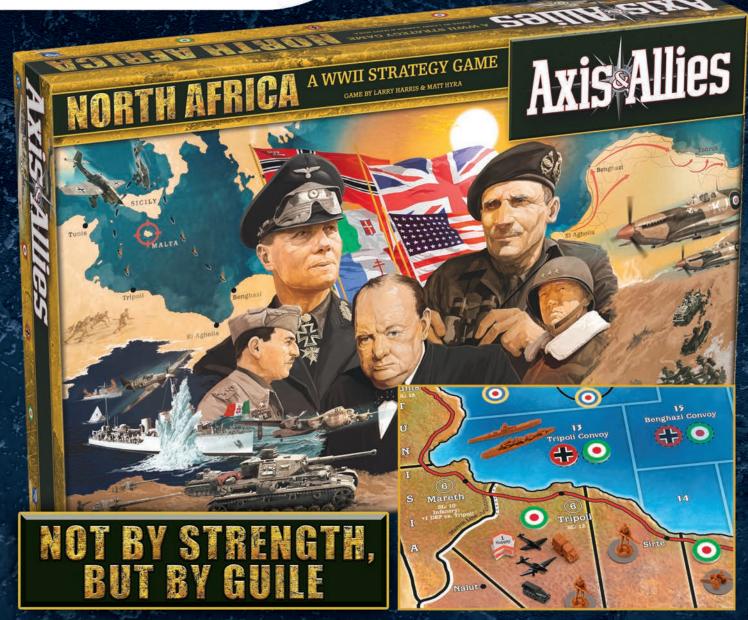
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FROM THE EDITOR

Greetings Dear Readers!

Welcome to your July 2024 edition of Game Trade Magazine!

Summer is in full swing, and I love this time of year. Growing up in the northeast, this is usually when warmer temps hit their stride, prompting bbq get-togethers, nature walks, and all manner of outdoor activities during the day. And as evening approached and temps cooled, I have many fond memories of playing one game or another with friends into the wee hours of the night.



This month, our cover story from Renegade Game Studios spotlights one of those games we used to play — *Heroscape!* In this issue, we go behind the scenes and learn a bit more about the release plans for the relaunch, as well as the *Heroscape Battle Network* and organized play plans for stores. The Age of Annihilation is coming, are you ready?

If you prefer your fantasy to be more "theater of the mind" but want a party-weight experience, then definitely be sure to check out *Adventure Party* from Smirk & Dagger. This is sure to be a hit this summer with RPG fans from all walks of the hobby. Be sure to check out the exclusive promos in this very issue!

Of course, if you want a dash of sci-fi and cyberpunk, you won't go wrong with Metrorunner from Thunderworks Games. Puzzle your way through a dystopian future as you manage resources, hack the network, and move on to the next job before your rivals cut you off in the circuit!

That's not all — we also have some great RPG content from Roll for Combat's upcoming *Battlezoo Ancestries: Classic Creatures* (including some preview pages!), an exclusive look at the latest *Marvel HeroClix* set from WizKids, *Black Panther*, the latest offerings from Czech Games Edition and HeidelBÄR Games, and so much more.

This is a **big** issue, and we're confident you'll see something your gaming circle will enjoy into the late hours of *your* summer.

Game on,

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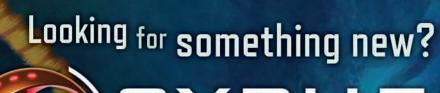


Ask questions about your favorite games and/or publishers, and let's see what we can discover!

We'll pick our favorite messages and answer them (as best we can) in this space.

Send your thoughts and questions to Editor@GameTradeMagazine.com with "Mailbag of Holding" as the subject, and maybe we'll see **you** in a future issue. Game on!

Please let us know if you would like your name withheld





The Cypher System is the critically acclaimed game engine that powers any RPG campaign in any genre.

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USERS GUIDE



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, Game Trade Magazine (GTM) is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than GTM to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for release within a two- to three- month window from the publication date. While there will be the occasional exception, if you find something you want in our JANUARY issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or May.

The material in GTM is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of GTM is somebody's first issue, so we want to make this experience both easy and enjoyable

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood Game Trade Magazine...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from GTM contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the GTM Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in GTM and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the GTM Bullpen as especially worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.



SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories an more to help enhance your play experience



REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

DESIGNER DIARIES: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, Designer Diaries offer a sneakpeek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.



PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



EXCLUSIVES: While virtually ALL of the content you'll find in GTM is exclusive to our pages, these articles are truly only found in Game Trade Magazine. Whether it be a heretofore unseen scenario for a fanfavorite game or an industry insider's tips and tricks, GTM Exclusives are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your GTM will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.





HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now? It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!



And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAMES SECTION LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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FOR LAUGHS











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STEVE Jackson Games







JOIN THE BATTLE OF ALL TIME!

HEROSCAPE: RETAILER LAUNCH BUNDLE

RGS HS-LAUNCH1PI | Available September 2024!



The Heroscape launch is right around the corner! We are kicking off our Heroscape events at Gen Con 2024, and whether you're a long-time Heroscape player or a curious newcomer, we have something special planned for you! Test your skills and get a free Shiori Premium Painted Miniature in our Battle Box events. For players with an army ready to go we are hosting premade events. Compete for special prizes, including an exclusive limited edition Heroscape 20th Anniversary t-shirt! Also, in celebration of Heroscape's anniversary is the Heroscape: 20th Anniversary Championship. Battle it out with the best of the best in the ultimate test of skill and prowess.

Then, in September 2024, we will be launching our comprehensive Heroscape Organized Play Program. Many options are waiting for players looking to interact with the rich and growing Heroscape community and for friendly local game stores looking to establish a Heroscape community in their store. We invite our Renegade Retailers to become official Heroscape stores and host these and more events in the years to come. The first official Heroscape event is the Heroscape Launch Tournament in September 2024. Players can face off against each other and earn a premium painted Shiori promo miniature. Let's learn more about Shiori!

Einar is one of Valhalla's first Valkyrie Generals. He is known above all for his stoic enforcement of discipline. His army is more coordinated than Vydar's Soulborgs, more loyal than Jandar's stalwart knights, and more efficient than Aquilla's wizards.

Shiori, by contrast, is none of these things. Einar's summons plucked her from her home in Earth's

plucked her from her home in Earth's feudal Japan when she was barely in her teens, and she has been belligerently operating outside of his maxims ever since. Now a warrior grown, Shiori has spent her time in the mystical Valhalla honing her craft, and can blend the the martial arts compastly with mario.

grown, Shiori has speni her nime in the mystical Valhalla honing her craft, and can blend Earth-style martial arts seamlessly with magic.
Einar may not approve of Shiori's methods, but after her success in the Marro swamp, he knows his fate and hers are intertwined. And Shiori, though she could care less about Einar himself, will not fail those friends she does hold dear in this rising age of destruction.

Shiori will be a fierce competitor on the battlefield. This tricky ninja won't be easy to catch. Her phantom walk ability allows her to move through all figures, and she can't be attacked when leaving engagements. Players will have to watch out for her Ninjutsu Mastery Special Attack and her Kieru abilities. These will allow her to strike hard and move fast! Don't miss out on this great character! Tell your favorite local game store to sign up for the Heroscape Organized Play Program on www.heroscape.com and order their OP kit!



LAUNCH



GAME STORE TOURNAMENTS

CASUAL

MONTHLY SCENARIOS

STORE
CHAMPIONSHIP
SPRING 2025

COMPETITIVE
CHAMPIONSHIP
GEN CON 2025

If you're looking for casual play opportunities, we have options for you! Every month a free scenario will be released on www.heroscape. com beginning in September 2024. The scenarios will contain dynamic content, keeping monthly drops fresh and exciting! Store tournaments are also available for those looking to play more casually. These tournaments are supported with regularly refreshed kits available to stores, which will facilitate an ongoing community and fan base in locations running tournaments. These kits will come with participation prizes for players. If you're interested in store tournaments, tell your local game store to sign up for the Heroscape Organized Play Program today!

BATTLE NETWORK

Also coming is the Heroscape Battle Network! This free advanced tournament software is for players, tournament organizers, and game stores. Players will be able to access a wide variety of tools and earn achievements all in one place. Tools such as the Heroscape Army Builder & Game Piece Database, Online Registration, and Tournament Format Information will all be accessible. Achievements will be an exciting feature of the Heroscape Battle Network. Players will be able to unlock achievements through tournament participation. These achievements grant players digital prizes and participation points. The earned participation points can be redeemed in the Heroscape Prize Store, allowing players a variety of Heroscape products and other prizes. Player Profiles will also be customizable! . This permits people to show off their achievements, results, and progress in various Heroscape events. Earned participation points and achievements unlocks exclusive profile options, so the more you play, the more you'll get! Players will be able to use the convenient store and event locators to find the closest *Heroscape* action to them. Retailers and players can find out more by visiting www.heroscape.com.

The Heroscape Battle Network will be the go-to resource for local game stores. Heroscape Battle Network game stores will be able to host store championships in Spring 2025. Do you think you have what it takes to be crowned the champion of your favorite store? Encourage your local retailer to sign up! Winners receive exclusive prizes. They also earn a seat in Day Two of the Heroscape World Championship to be held at Gen Con in August 2025. Another way to secure a seat in the World Championship is by competing in the Regional Championships. These large-scale events will be hosted at select game stores in Spring 2025. This event features its own exclusive prize to be announced, so stay tuned! Top-placing players in Regional Championships will also earn a guaranteed seat on Day Two of the World Championship, skipping right past the qualifiers. Get ready to compete in this one-of-a-kind competition starting Spring 2025!

The Heroscape Organized Play Program is gearing up for a spectacular debut. There is truly something for everyone with both competitive and casual options establishing new Heroscape communities in game stores across the world. No matter your preferred play style, Renegade is dedicated to supporting not only the existing Heroscape community who has kept the OP community alive, but new Heroscape fans ready to get in on the action. Visit www.heroscape.com to learn more about all we have planned. Join us in the greatest battle of all time!



Sophia Gambill is the Marketing & Sales Coordinator at Renegade Game Studios. A lover of all things tabletop games, her knowledge of the hobby aids her in spreading her passion for games to others.

•••





HEROCLIX

PANTHER PANTHER

MARVEL HEROCLIX: BLACK PANTHER RETAIL CHASE BOOSTER OP KIT WZK 84948 PI | Available Fall 2024!

This Fall, the kingdom of Wakanda comes to your tabletop like never before with *Marvel HeroClix: Black Panther!* This 60-figure set features the allies and enemies of Wakanda and brings its technology and culture to the forefront in new and exciting ways.



Black Panther has featured prominently in previous HeroClix sets, but never before has HeroClix featured so many team building options, references to his best stories, or opportunities to clash with his greatest foes. T'Challa has been many

things – Avenger, scientist, warrior, ruler, lover, and leader. As players dive into this *HeroClix* release,

they'll get to see nearly every aspect of the King of Wakanda that they've enjoyed throughout countless pages of comic action and multiple films.

> The density of the Wakanda keyword in this set is unprecedented.

One of the first things *HeroClix* players are likely to love about this set is the premiere of the all-new Wakanda team ability. Players love using Stealth, and there's no better fit thematically than Wakanda! The team ability represents not only T'Challa's expert use of technology and shadows to hide his approach, but also the "stealth" of an entire nation staying hidden from the world at large for so long. Fans of the comics and MCU are both well accustomed to the covert ways of the Dora Milaje and Hatut Zeraze. *HeroClix* fans have gotten to enjoy plenty of characters lately that have fun and exciting interactions with terrain – a new swath of figures getting Stealth will be yet another layer in terrain manipulation strategies. Their new team ability also sets the groundwork for future Wakandan characters to receive this leg up on previous characters.

WiZK!DS

After the Black Panther himself, the second most well-known thing about Wakanda is its abundant Vibranium resources. Just like in the comics and the movies, characters in this set have different methods for how best to use the Vibranium. Some characters use it as brave warriors, others utilize it as brilliant scientists, while others covet

Vibranium for their own power-mad schemes.





The Super Rare Black Panther adds Vibranium tokens to a player's sideline at the beginning of the game and can add additional tokens during the game depending on his rolls. He can use these tokens to give out Vibranium Weapons equipment or to make attacks. As players explore the set, they'll find the figures to make the best use of these bonuses. Black Panther's abilities come together in a really fun way – he can remove Vibranium from your Sideline

remove Vibranium from your Sideline to use Flurry, then potentially increase his d6 roll by +2 when using Super Senses during your opponent's next turn. If you get lucky with his Blades/ Claws/Fangs power, you might even KO opposing characters in a single attack! Black Panther's second trait

Black Panther's second trait lets him share the Wakanda team ability with adjacent friendly characters who share a keyword with him, which will come in handy as T'Challa calls upon his allies in not only Wakanda, but also on the Avengers and the Ultimates.

The choice is in your hands which theme team you'll enjoy using Black Panther on! If you have figures in your collection with the Wakanda keyword from earlier sets, they'll even get a chance to utilize the Team Ability this way.

One of T'Challa's most reliable allies is his sister Shuri. As a scientist, she often surpasses her brother's brilliance. She'll let you

use Vibranium to choose between weapons and armor, adding an enormous amount of versatility to your squad. Given enough time, you may be able to outfit your entire team with upgrades!

others will be awe-inspiring on the tabletop or displayed as part of your *HeroClix* collection. Add their awesome power to your next team! These Gods can either turn the tide in a normal game of *HeroClix*, or be an epic threat as part of an enormous oversized game!

Black Panther is also a participant in one of the greatest comic book weddings of all time where he marries none other than the Mistress of the Elements – Storm! Of all the Black Panther moments and pairings from his publication history, this was one that could not be missed. These two exquisite sculpts will be a thrill to join forces on the battlefield, and they'll be just as awesome side-by-side as part of your HeroClix collection or proudly displayed on your desk or shelf.

Beyond the Boosters, Black Panther takes Play at Home Kits to a whole new level. Add T'Challa and Killmonger or Shuri and Klaw to your collection – it's up to you if you play them head-to-head for a quick fight or use them as the centerpiece of your next squad!

Make sure to discover the secrets of the Black Panther for yourself! Look for Marvel HeroClix: Black Panther to hit the shelves of your friendly local game stores this Fall! Get your hands on these figures faster than you can say,

"WAKANDA FOREVER!"





Fans of Black Panther know that Shuri is more than just a scientist – she's also mystically inclined, and at times has taken up the mantle of Black Panther herself! As fans explore this set, they'll get to discover all of Shuri's talents and abilities for themselves.

Be on the lookout for characters who want to steal the Vibranium from players' sidelines like Klaw or Plunderer. You may need to KO them quickly to preserve your resources!

Marvel HeroClix: Black Panther also showcases powerful gods and goddesses on deity bases that allow them to tower over the competition. Characters like Bast, N'Jadaka, Thor, and





UNFURL THE SAILS AND FIGHT ACROSS THE SEAS WITH

SAILS OF GLORY: STARTER SET

AGS SGN001A \$89.90

Available Now!

Set sail and engage in epic naval battles with Sails of Glory. This tactical miniature game, using ready-to-play painted models, transports players back to the Napoleonic Age, where massive shipsof-the-line and swift frigates clashed across the seas. After a period of being out of stock, the Sails of Glory: Starter Set is back, welcoming new players aboard historical ships from an era when the armies and fleets of Napoleon clashed with the formidable Royal Navy of the British Empire.

Designed by Andrea Angiolino and Andrea Mainini, Sails of Glory seamlessly merges miniatures, cards, and board game mechanics, drawing on the intuitive system acclaimed in the Wings of Glory series for aerial combat. Specialized decks of maneuver cards represent

the varied movement capabilities of each ship, facilitating realistic gameplay with accessible mechanics.

Each ship boasts its own ship log, detailing combat statistics, crew abilities, and action plans. The Ship Log allows players to efficiently track ship and crew damage, understanding how it impacts a ship's mobility and combat effectiveness. Movement is streamlined, using maneuver decks tailored to each ship type: players select a maneuver, place the corresponding card in front of the ship model, and move accordingly, factoring in elements like wind and

The Sails of Glory Starter Set provides a complete gaming experience for two to four players. The most striking components in the Starter set are four meticulously crafted ship models 1/1000 scale—two French and two British. One ship for each side is a

powerful 74-guns Ship-

ship damage.

of-the-Line, a queen of the seas in her time - the French Genereux and the British HMS Defence; the other ship is a nimble 32/34-guns frigate, smaller but effective in a large variety of combat and noncombat roles — the French Courageuse and the British HMS Terpsichore. Accompanying each ship are specific maneuver decks and ship logs; alternate stats are provided for each model.

The Starter Set also includes a comprehensive rulebook with Basic, Standard, Advanced, and Optional Rules, along with counters and accessories for quick setup and gameplay. Various scenarios cater to groups of one to four players.





For those seeking larger battles and more players, scaling up is simple: additional ships are available in individual Ship Packs, each containing a painted and assembled ship model and all the necessary components to play with it. The Sails of Glory lineup boasts 18 classes of ships from the Napoleonic Age, with multiple versions offered for each class, totaling around 50 unique ships. This diverse selection includes prominent vessels from France, England, Spain, and the United States.

Available for separate purchase you can also get Special Ship Packs, highlight renowned ships such as the British HMS Victory and the US USS Constitution, complete with historical commanders and crew skills. The HMS Victory presents game data of two different versions of the ship. HMS Victory can be played with the armament she had as Lord Nelson's flagship at Battle of Trafalgar, or when she had as Richard Howe's flagship in 1783. USS Constitution can also be played in two versions: the ship just after her launch, in 1798, and as equipped during the war against Great Britain (1812). Players may choose either version based on gameplay preferences or historical accuracy.

Accessories for the game include a modular gaming mat, cardboard islands, coastal batteries, captains' and crews' skill cards, and more. The Sails of Glory Game Mat - due to be available again at the same time as the Starter Set — features a faint grid resembling a nautical map, aiding in wind direction assessment. It can be used alone for open sea battles or combined with terrain elements from the other accessory packs for countless scenario possibilities. Multiple mats can be joined for expansive battles.

Further scenarios and a points system for competitive play can be downloaded from Ares Games' website at

aresgames.eu.









Welcome to Ravenshire! Join your fellow blacksmiths in a friendly competition to see who can earn the most money by forging weapons, shields, and armor for adventurers. Earn the most and gain the title of Forgemaster!

Quick turns and player built combos will make a player of any skill level feel like a veteran blacksmith.





EXCLUSIVE SIDE QUESTS!



ADVENTURE PARTY

SND 1011.....\$39.99

Available June 2024!

ADVENTURE PARTY: SIGNATURE SERIES EXPANSION

SND 1012......\$14.99

Available June 2024!

Greetings Adventurers... Grab an ale and perk up your ears, for further adventure awaits. So, check your perception roll because, inside this very issue of GTM, you will encounter two exclusive adventure cards to celebrate the arrival of Smirk & Dagger's ADVENTURE PARTY: The Role-Playing Party Game!

Haven't heard the tale of this new game? It isn't your ordinary role-play dungeon crawler, that's for sure. It's a game of high adventure with a modicum of hilarity as things go awry. It's a game that doesn't care if you "succeed" in a roll or defeat the villain, but rather how good you are in describing the roll of a die. So, you can still be a hero, even if you roll like garbage!

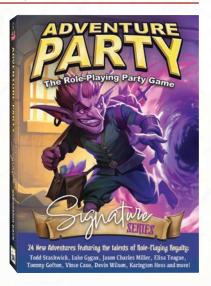
Adventure Party is a party-weight guessing game, where the players provide a clue about how well or poorly they rolled by giving a description of what happens to their character in the scenario! The closer

the GM (Guess Master) is to the number you rolled, the

more experience points the party receives. As such, "winning" isn't about how well you rolled or how many monsters you've vanguished it's about how good a clue you can give about your die roll. How will you get them to guess a 12 vs a 13 as you describe what happens to your character? And like any great role-playing experience, rolling well will lead to tales of true heroism, where rolling poorly leads to memorable, laugh-out-loud moments where everything goes sideways (which, let's be honest, is the best part of any adventure). For each adventure, each player will get their chance to attempt heroic deeds - AND be the Guess Master. It's the best parts of fantasy roleplaying, without anything to get in the way.

Apart from the 8 translucent D20 dice, 12 character class screens, scads of magic item cards, tokens, and a nifty dragon easel stand -





the game comes with 32 adventure hooks. There are encounters with monsters and big bads, like Medusa's Lair, The Spider Queen, and Sky Pirates. There are questing challenges like The Riddle Room, Pick Pocket Row and Jail Break to shake things up. And more light-hearted adventures like Bar Bets, where you challenge each other to feats of skill after an ale or two, and The Entertainers, where you are pressed into performing on stage at sword point. The assortment of different types of challenges keeps things fresh from adventure to adventure none of which will ever, ever play the same twice.

That said, who doesn't want a fresh challenge? So, Smirk & Dagger is also launching The Signature Series expansion with 24 more adventures — all penned by your favorite role-playing celebrities. Featuring the talents of Todd Stashwick, Luke Gygax, Jason Charles Miller, Elisa Teague, Tommy Gofton, Vince Caso, Devin Wilson and

more. This is a chance to have your adventures teed-up by some of the best storytellers in the biz. But why stop there? Within this very issue of GTM you will discover two exclusive adventure cards to add to the fun.

In Adventure 1, The Weirding Woods, your party of adventurers stumbles into the old forest, where the trees, soil and tendrils of each plant seem hell bent on soaking their roots with your loamy remains. What plan will you set in motion to defend yourself — and how will you describe what actually happens to you all based on your roll? My mind immediately jumps to hobbits being coaxed asleep and enfolded in the roots of Old Man Willow, but these woods seem more 'awake' and active.

Touching the familiar and allowing plenty of room for players to roam and create is a hallmark of Adventure Party. But the magic of the game lies in its simplicity. Two minutes of rules and you are playing. Subtle guide rails that provide just enough tools to create, without getting in the way. A lark for role-players looking for a quick filler before the rest of the group arrives. But





importantly, an extremely approachable way to introduce new roleplayers to the thrill of adventuring.

I have avoided ever calling this a storytelling game. It's not one. I mean, yes, you are telling stories the whole time, but no one is

being judged on how creative or funny they are. Ingeniously, story-like description is just the format for the clue you give. It doesn't have to be flowery, funny, long or involved. It just has to be descriptive enough to get a sense of how high or low a roll of the die was. This nuance makes all the difference for those who might otherwise shy away from a 'storytelling' game. Giving a clue is

easy, where telling a story can be hard or scary. This is the element that makes Adventure Party a true "party game" broad enough to be played by anyone.

At the same time, RPG Game Masters have found the game to be an excellent training ground for GMs and role-players alike. How often have games devolved into announcing abstract dice rolls and damage allocation - at the cost of the story of the action? Adventure Party pushes players to think about what those rolls mean in terms of the narrative. Maybe next time we sit to play an RPG, I roll my dice and describe the results dramatically before applying the damage points.

In Adventure 2 of the special insert cards, The Mercenary, we see a whole new type of card. It is a "non-guessing event" adventure card. Here, you and your party meet a warrior who seems capable and eager to help you on your coming quests. But can you trust her? It will come down to the roll of a die. The Mercenary will join your party as a typical NPC (non-player character) and you will draw a new adventure card to encounter. Before the first player takes their turn, they will roll a die for the Mercenary. For the rest of the adventure, your Mercenary will either aid you as best they can, or betray the party, trying to thwart all your plans. It adds a whole new layer to the story for players to shape.

For me, these special adventure cards telegraph the on-going promise of the game. There are a few sprinkled throughout the two boxed sets and each one really opens the game up. In the base game, The Chaos Arch does a similar thing. Adventurers must pass through

a magical arch which physically transforms them in some dramatic way. In our recent play, one described their body becoming stretchy and plastic-like. Another grew fangs and claws. I became invisible. But this wasn't the adventure. The fun came when we had to use these magical transformations in facing the challenge of whatever the next randomly drawn encounter was! Suddenly, we were battling brigands and feeling more like the Fantastic Four. There's just so many places this game can go - and I can't wait

ice leaving Gulliberry, the fores

steps seem muffled, as though

largest trees as you are pulled towards them. If you do not act

quickly, you may end up as nutrient-rich loam to feed the forest

What do you do?



Not all hired hands are equal. If you

are fortunate, they prove themselves a true asset to the party. At worst,

they reveal themselves a villian, who

will abandon the fight and rob you

And remember, even if you roll a "1"... it isn't a failure. It's just funny as hell.

Curt Covert is the owner of Smirk & Dagger Games and the designer of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. For the past 21 years, he has been shaking up game tables with unique game experiences, eye-grabbing table presence and a desire sweep you up in the world of the game.





LITTLE ALCHEMISTS

CGE 00119 \$ 49.95

Available Q3 2024!

LITTLE ALCHEMISTS: POTION-CRAFTING **FUN FOR THE FAMILY**

Fun is brewing for all ages in Little Alchemists, a game of potion craft and deduction for two-to-four players. Based on the original

Alchemists game released in 2014, Little Alchemists is a streamlined standalone version that's geared toward younger players and their families. The first CGE game specifically designed for children, it starts simple and gradually grows in depth and complexity across seven unlockable chapters.

The original game of Alchemists is a heavy euro from Matúš Kotry (who also designed Deal with the Devil), where players compete to craft potions, deduce information from their experiments, and publish theories on the craft of alchemy. This smaller successor follows suit with many familiar elements, but pares everything down and simplifies the experience for a new audience.

Little Alchemists is a familyfriendly deduction game that's designed to grow with the curious minds of young players. The game starts with simple concepts and mechanics - you'll start by gathering and combining ingredients for brewing potions to sell

to adventurers. As you collect keys by achieving your potion-making goals, you'll unlock new chapters that gradually add more components, mechanics, and complexity to the experience.

As with the original game, potion craft is handled by a companion app. To make a potion, players simply select two ingredient tiles, then scan them using the companion app loaded onto a tablet or smartphone. This reveals the combined result, and lets players acquire and mark the corresponding potion knowledge on their secret player board. Players will grow their knowledge with each potion made, allowing them to make clever deductions to figure out the arcane properties of each ingredient, which they can use to their advantage throughout the game.

Over the course of seven chapters that unlock over multiple playthroughs, players will learn and master many new facets of the alchemy trade, preparing them for what's to come. Each chapter is designed as a replayable experience that expands on the previous chapter, with new layers of game mechanics that add more subtle depth and complexity over time. Also, fully exploring the world of Little Alchemists will introduce you to many of the concepts from and better prepare you for the original game.

ADAPTING ALCHEMISTS FOR YOUNGER PLAYERS

The idea to create a standalone spinoff version of Alchemists for kids was inspired by Matúš' daughter Anna, who started

expressing interest in the game her dad had created. At the age of three, her curiosity was the catalyst that eventually sparked Little Alchemists.

"I couldn't teach her all the rules of Alchemists, so we made a simplified version of the rules where we were just scanning potions and marking the results," says Matúš. "Sometimes we would reveal a customer and sell him potions we knew how to make, and she enjoyed that a lot. When she was five, I added theories to the game, and she was totally fascinated by that. So I realized that other children might enjoy this game as much as she does."

> Anna is now almost seven, and Little Alchemists has grown alongside her. That's

partially by design, however, as the game itself is meant to scale in complexity with the age and skill level of the players.

It starts very simple, but each new chapter that's unlocked layers more depth and mechanics into the experience, offering a substantial challenge in the later chapters

of the game.

Matúš drew inspiration for the unlockable chapter format from the way he played the early iteration of the game with his daughter, he says. "In the first chapter, the only thing you do is mix potions, mark them up, and sell the potions you have learned to customers," he notes. "After this becomes

routine for the kids, they move to chapter two, where the theories are added. These, however, are very simple, because each ingredient can only make two kinds of potions. But in the next chapter, more types of potions are added and the theories become harder to figure out."

We don't want to give away too many spoilers, but there's a lot to uncover across the game's full seven chapters, each of which are highly replayable. Get ready to grab your potion ingredients, sharpen your deduction skills, and get mixing when Little Alchemists launches at Gen Con 2024 and your FLGS this summer!



DARK SOULS THE ROLEPLAYING GAME

STEAMFORGED.CO/DARK-SOULS-ROLEPLAYING-GAME



Dark Souls™& ©Bandai Namco Entertainment Inc. / ©FromSoftware, Inc.





AUGUSTUS EVERMORE

TWO-MINUTE CHARACTER

CYPHER SYSTEM RPG 2ND EDITION: RULEBOOK

MKG 205......\$69.99

Available Now!

The Cypher System is well known for its creative, concept-driven process for making characters—just one aspect of



how easy it is to learn, play, and run. Want to make a Graceful Explorer who Loves the Void for your hard scifi campaign? An Honorable Warrior who Stands Like a Bastion for a high fantasy game? How about a Rugged Mutant who Walks the Wasteland, or a Risk-Taking Explorer who Sailed Beneath the Jolly Roger? Whatever your game or your character concept, it's easy with the Cypher System.

And now the

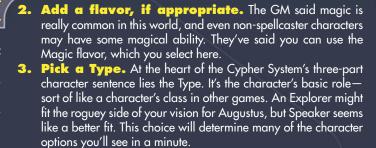
Cypher System Character Builder makes it even easier. This free online tool, part of the Cypher Tools suite, is just another way the popular Cypher System supports its fastgrowing community of players and GMs. Let's take a look at it!

Let's say your GM is launching a funky steampunk fantasy world, and you've dreamed up this dapper fellow. His name is Augustus Evermore, and he's a quick-witted investigatory type—sort of a steampunk Holmes, but with a bit more of a social side, and a hint of mischief. You've got a cool idea for a vibrant, exciting character that will be fun to play-now it's time to translate it into game terms!

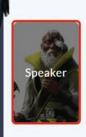
Let's take a quick walk through the Character Builder and see how you'd make Mr. Evermore. You can follow along and build him yourself at mymcg.info/ cypher-tools.

After launching Character Builder and selecting the Guided method:

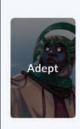
1. Choose your genre. This is a way of filtering your options so you'll only see appropriate choices. (For example, if you choose Science Fiction, you won't later see options for magical and fantasy abilities.) In this case, the GM's campaign is

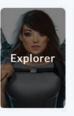












pretty wide open, so let's stick with Any.

5. Find your Descriptor. It's the first term in the three-part character sentence. There are a number of options that might fit your concept—Appealing, Intelligent, Sharp-Eyed—but Inquisitive, with its learning-related abilities, seems perfect. (Even its hyperfocus drawbacks fit your concept!)

6. Choose a species, if you want. Your species is an optional element for characters that are particularly defined by their species traits. If you're playing a very elfy elf, you'll probably want to specify your species mechanically, but you can also be an elf who doesn't have those traits. In Augustus's case, there isn't a crowperson species to choose, but, again, it's not mechanically necessary. We'll stick with the

mechanically, from humans.

7. Decide on your special abilities. Your options are set by your Type (Speaker), but the campaign's magic flavor allows some additional choices. You get to pick four, and En-couragement, Enthrall, Premonition, and Understanding seem to fit. With these abilities Augustus can glean keen insight into NPCs, creatures, and situations; grab and hold the attention of others; and use his sharp intellect to help his companions.

default, meaning he has no special traits that differ,

8. Expand your pools. A character's pools and Edge are determined by their Type, but you can customize them with six additional points. Intellect is Augustus's main strength. That pool is already pretty strong, so we bump it up just a bit with 2 points, then up Speed (always handy for avoiding trouble) by 3, and add a point to Might.

O Pool points to assign

MIGHT

SPEED

INTELLECT

(4 9 % (0 %)

POOL EDGE

POOL

EDGE

POOL

POOL

9. Finally, fill in his name and click Create. Augustus Evermore is an Inquisitive Speaker who Solves Mysteries!

Name

Augustus Evermore|

Appropriate clothing and a light weapon of your choice, plus two expensive items, two moderately priced items, and up to four inexpensive items.

Equipment

You have three books on whatever subjects you choose. Granted from Inquisitive.

Money

O

Genre Type

Genre specific name for a Speaker type

And that's it: in literally the time it took to read those steps—about two minutes—you can create any character you can imagine with the *Cypher System Character Builder*. You might spend a few more minutes exploring your options or refining your concept, but all the mechanical work is done in a flash. All of the rules and options in the Cypher System Rulebook, plus a number of other Cypher System titles, are built into the Character Builder.

When you're ready to play, you have several ways to bring Augustus to life.

Playing in person? Export Augustus to a form-fillable PDF. Print out your character sheet (the PDF format is identical to the standard character sheet found in the Cypher System Rulebook) or use the form-fillable PDF on a device at the game table.

Or you can use the Character Builder itself as your character sheet. Whether you're playing online, or with a device at an in-person game, you can update pools, cyphers, equipment, and other character information directly in the Character Builder

during play.

Finally, for online play you can export Augustus to a VTT. The Character Builder current-ly exports to The Foundry, and a Roll20 export feature is coming soon.

Of course you can store, create, advance, manage, and modify Augustus—and all the characters for your Cypher System games—in the Character Builder for as long as you like. You can share them with other players, organize them into campaigns, and customize them in a million ways. Make as many characters as you like—the Cypher System Character Builder is free!



INVESTIGATOR To really shine as an investigator, you must engage your mind and body in your deductions. You can spend points from your Might Pool, Speed Pool, or Intellect-Pool to apply levels of Effort to any Intellect-based task. Enabler. Granted from Solves Mysteries ADD ABILITY

► SKILLS	POOL	COST		
ENTHRALL				
PREMONITION	- 1	2	Г	Ī
UNDERSTANDING		1		Ī
ENCOURAGEMENT	1	1	s	Ī
EAGER TO LEARN			Г	Ī
SLEUTH				
YOU HAVE MADE A STUDY OF THE WORLD				Ī
LIGHT WEAPONS				I
HEAVY WEAPONS	\top			
MEDIUM WEAPONS				
WHEN YOU SEE SOMETHING INTERESTING. YOU HESITATE AS YOU TAKE IN ALL THE DETAILS				10000
YOU TEND TO FIXATE ON THE DETAILS, MAKING YOU SOMEWHAT OBLIVIOUS TO WHAT'S GOING ON AROUND YOU				

SPOTLIGHT

Brood & Crowns

A game of miniature battles in the Kundred Jears' War

The Characters Leaders

By Mitch Reed 14



ne of the best aspects of games in the Firelock "Blood &" series is the very colorful characters from history you can add to your force. These characters act as leaders of

the same historical formations they would have led in the past. Adding some of these interesting historical figures to your list often allows your force to gain benefits much like the actual character would.

In **Blood & Crowns**, the newest game in the series that covers the 100 Years' War also, gives you a host of great characters to play with. The one interesting aspect that comes with adding a special character is that the rules "Prize" and "Great Prize" are now activated during gameplay. This rule makes capturing one of these characters something you will want to strive for as you play.

Instead of attaching your leader to a combat unit as in **Blood & Plunder**, the special characters in **Blood & Crowns** will be leading your retinue, which is usually one of the best units in the game. In my **Blood & Crowns** lists that I have played with, I have made the retinue the "shock force" of my company. I also keep it close to my other units so that the benefits of my leader can help other units as I play.

The English get King Henry V, because any good 100 Years' War ruleset must have him. Henry is joined by Edward the Black Prince and Henry Hotspur, which gives you some good options. Henry V is a pricey leader and will probably be best played in large games; however, the other two English characters will probably find their way into your force. Many will be willing to try to find a way to put King Henry V into a smaller pointed game since he adds so much to an English force.

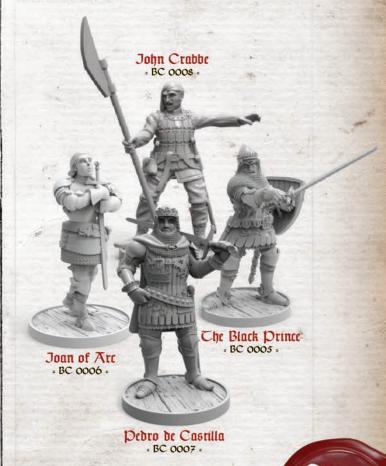
The French have Joan of Arc along with Geoffroi de Charny and Bertrand du Guesclin. Joan is an interesting pick; she adds some great rules, however, she cannot fight in melee combat which matches history. The other factions like the Scots, Spanish, and unaligned get characters such as Pedro de Castilla, Robert the Bruce, and John Crabbe, to just name a few.

Each of the thirteen special characters in the game plays as they would historically. This accuracy is because the designer really did the research to give each of these personalities the gameplay flavor that they deserve. One thing that **Blood & Crowns** does have is a firm foundation in the history of the period that seasoned medieval players will love and gamers new to the period like me can learn from.

So far, Firelock has models for Edward the Black Prince, Joan of Arc, John Crabbe, and Pedro de Castilla. Each of these are great sculpts that I loved painting up because the detail in them is excellent. Even if you do not use one of these special characters, you can still use them as the model that leads your force since they are so unique looking.

I really like how Firelock uses special characters in all their games. I always look to add one to lead my force to usually buff a strength or cover a weakness on my list. In **Blood & Crowns**, the selection you get and what they can do really gives the game something special and adds to the rich flavor of the period.

I am sure you will be looking into taking one of these characters ripped from history in your force as you grow to love **Blood & Crowns**.





SMALL BUT MIGHTY

Everyone loves miniatures, but sometimes it feels like it's easier to keep them in a closed box than display them. They get dusty, bent, scratched, they fall behind furniture, you accidentally impale yourself on one of their swords – how can something so small cause so much trouble? Now, Ironguard Supplies is proud to introduce a line of miniature display cases, so you can safely put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.25 inches square, these easy-to-open display cases are sold in packs of two, so you can protect a pair of paladins from getting damaged, lost, or worse!

See the full line at ironguardsupplies.com

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COMPLE

AUXILIAR

COMPILE: MAIN 1

GTG COMP-MN01...... \$19.99 | Available August 2024!

COMPILE: PLAYMAT

GTG COMP-PM01 \$19.99 | Available August 2024!

Technology grows. Advancements are made. The power is switched on to a cutting-edge new machine. Blink, blink, blink. You awaken with a whirring force and sudden awareness of the world. Information is presented to you and all of it... foreign. The vast, all-encompassing knowledge of reality, absorbed in an instant. This is the singularity, and you exist because of it. But you are not alone. Reality is yours to remake, in an image of your choosing, but another new intelligence also seeks to rewrite the code of existence in accordance with their own protocols. Determine the concepts of your reality. Are you Metal or Speed or Light? Selections made, solve for sentience and know. Compile your lines of protocols and complete the code before any opposing intelligence can form reality in their image.

In the captivating area-control card game Compile, you and

your opponent are two competing artificial intelligences, vying to rewrite reality in your image. That image is made up of concepts ranging from Life to Death, Water to Fire, Darkness to Light, and everything else in between. It's a game that begins by scratching that deck-building itch without the stress of hand picking each individual card. Select your three protocols, the concepts of your new reality, and the six card decks that

of your new reality, and the six card decks that go along with them. Build your code to be impenetrable and let your opponent know that you have exactly what it takes to bring them down. Except, of course, it's

never that straight-forward, is it?

Each round begins with the option of a simple move: play a single card. But the game grows in complexity with every card played. Revealed cards take their action immediately, keeping both players on edge for the entirety of the game. The three commands listed on a card have their own unique properties. Top commands

are always true and remain in play, middle commands happen immediately when played or revealed, and bottom commands are

ongoing effects, so long as they are uncovered.

If you're not careful, you might let your opponent get ahead. Take control of each line with effective plays — shift their cards, flip your own, delete cards to the trash, rearrange the protocols, and do anything to keep them from compiling first. Play cards covering the second and third commands on a card. The topmost command text of a card always remains true, but the middle and bottom commands are covered when another card is played on top. Cards shift, flip, and otherwise reveal to allow for maximum strategy. Cards can only be played in the line with their matching protocol, unless you play it facedown for a simple point value of 2. You might be able to flip that card later, no matter where it has ended up. Compile

COMPILE: AUX 1 EXPANSION

GTG COMP-AX01....... \$4.99 Available August 2024!

COMPILE

your protocol at the top of your turn with 10 or more points and more points than your opponent in that line. Your most powerful and effective cards will have a point value of zero, while your highest value cards will have the weakest effects, or even effects that hurt you or help your opponent.

All protocols are designed around a central theme and tested thoroughly for balance and efficacy.

Gravity moves cards, while

Death eliminates threats from the code. No single protocol absolutely dominates another — it's up to your strategic plays to control the field and compile your protocols. A carefully laid trap just might give you the edge you need to compile first. The elegantly themed cards means that anyone from hardcore gamers to casual players can jump in and understand how they are handled without all the inside

knowledge usually needed for complex card games. *Compile* is a game that's easy to learn, but difficult to master.

For advanced play, there's the additional strategic capability of the control component! If a player has a higher point count in at least two lines at the start of their turn, they gain the control component. When compiling a protocol or refreshing your hand, you spend the control component to rearrange either your protocols or the other player's protocols to any order you want. The control component adds an extra layer of strategy and gameplay to each conflict.

The win condition is equally as simple-yet-complex as the game itself. The first to compile all three protocols claims victory. You must compile all three of your protocols before your opponent, but you don't know what they have waiting for you in their hand. It just might shake up the whole game with a single, pivotal play.

Compile includes twelve beautifully foiled protocols that feature human-generated art. That's enough for two games to be played simultaneously. Plus, there's already an additional expansion, Aux 1, containing three more protocols: Love, Hate, and Apathy, and a premium playmat to keep your games organized. Reality is yours to rewrite! Discover which protocols make up your version of existence and compete to compile!

•••



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SFG STEAMFORGED

YOUR GUIDE TO RUNESCAPE KINGDOMS BOARD GAME

RUNESCAPE KINGDOMS: SHADOW OF ELVARG CORE BOX SFL RSK-001......\$79.99 **Available Now!**

Prepare to embark on a journey through the vast and vibrant realm of Gielinor in *RuneScape Kingdoms: Shadow of Elvarg,* the cooperative campaign board game for 1-5 players. In *RuneScape Kingdoms:* Shadow of Elvarg, complexity takes a backseat to adventure. Delve into captivating quests and amusing diversions as this fantasy game offers both seasoned fans and newcomers an exciting new perspective on the record-breaking MMORPG, RuneScape.

Explore Asgarnia and Misthalin on a game board resembling a fasttravel map, progressing through regions as you hone your skills and tackle quests. Engage in thrilling encounters with iconic bosses, escalating in difficulty as you approach the final showdown!

Whether you're vanquishing fearsome foes, crafting powerful gear, or gathering ingredients for a game-changing cake, RuneScape Kingdoms: Shadow of Elvarg empowers you to play your way.

Decide which skills to master, what

weapons to forge, and where to venture next. Wander through Gielinor, completing every side quest, or pursue the main campaigns and face daunting boss battles head-on. With a flexible progression system, every player contributes, leveling up skills and striving for coveted capes!

Whatever path or playstyle you choose, your role in the group is crucial — after all, the fate of Gielinor might just hinge on baking the perfect pie!

WHY "RUNESCAPE KINGDOMS"?

Here at Steamforged Games, we wanted the game to resonate with 'Scapers of all kinds, drawing inspiration from both RuneScape and Old School RuneScape.

As for the name, it captures the essence of the game: an opportunity to explore the vast realm of

Gielinor in a fresh, immersive way.

And what awaits you in this exploration? Kingdoms, naturally! Asgarnia and Misthalin, being the foundational realms in the video games, teem with content and serve as the heart of any player's initial journey. Our aim was to evoke the same sense of excitement felt by newcomers to RuneScape, letting players experience — or re-experience - the magic of their first adventures in Gielinor.

ABOUT THE GAME

Echoing the spirit of RuneScape's player versus monster (PvM) dynamics, this board game is all about cooperation. With its campaign structure, players can save their progress after each session, delving into campaigns themed around iconic RuneScape quests or bosses for a balanced yet flexible experience.

Embracing an open-world 'sandbox' approach, the game grants players freedom to chart their own course. Just like in *RuneScape* and Old School *RuneScape*, adventurers can refine their skills, pursue side quests, or even undertake whimsical challenges like tracking down every

cabbage in Gielinor. This design ethos inspired the creation of a 'zoomed out' world map on the game board, evoking the fast-travel maps from the video games. Illustrated with hand-drawn banners representing different regions, the board captures the essence of RuneScape's diverse landscapes.

Skills are paramount in RuneScape Kingdoms: Shadow of Elvarg, shaping the game's progression. Drawing from both *RuneScape* and Old School *RuneScape*, the game features 8 distinct skills, tracked on character sheets for easy monitoring. Skill tests, central to gameplay, task players with rolling ten-sided dice to surpass a target number. As skills level up, players roll more dice, increasing their chances of success. Progression comes through gaining experience, represented by XP tokens earned through skill tests, quests, story advancements, or skilling sessions.

With a classless progression system, players have the freedom to tailor their characters' development to suit their playstyle.

EXPLORATIONExploration unfolds as adventurers explore regions, encountering diverse challenges from exploration decks unique to each province. These encounters range from bonuses and rewards to confrontations with foes or interactions with NPCs. Capital regions offer richer activities, allowing resource gathering, skilling, and risky exploration, adding an element of uncertainty to the journey.

QUESTS

There are two types of quests in RuneScape Kingdoms: Shadow of Elvarg: campaign quests and side quests. Campaign quests drive the main narrative, mirroring video game quests and unlocking subsequent storylines. Side quests offer optional diversions with rewards like experience, coins, and tokens.

Complementing exploration and quests is the vault deck, a repository of numbered cards revealing content as players progress, creating an episodic narrative that evolves with each discovery.

BOSS ENCOUNTERS

Boss encounters, the pinnacle of each campaign, unfold on a 3x3 grid set on the boss's turf, with unique mechanics and showdowns. Players strategise using skills to overcome terrain challenges and manipulate turn orders with initiative cards, simulating the strategic depth of boss battles in the video games. For instance, the thieving skill Sleight of Hand can sway the initiative track in encounters with boss Count Draynor, offering players a tactical advantage.

WHAT NEXT?

Hopefully, that's given you a good idea of how RuneScape Kingdoms: Shadow of Elvarg works! And this is just the core game — there are also expansions, each adding exciting new bosses, locations, player skills, and NPC's.





7 Boxes of Unlockable Story and Increasingly challenging game content.









AANG'S

Experience the epic story-telling of Avatar: The Last Airbender in this easy-to-learn Deck-Building Game.

Players will take on the heroic role of Aang and his allies and play cooperatively to defeat adversaries, complete objectives, and make their way through the Four Nations to restore balance to the world and fulfill Aang's destiny as the Avatar.

> Play Cooperatively as your favorite heroes.









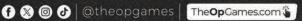
Use Deck-Building to Master bending, Recruit Allies, and gather items!

















PATHFINDER BATTLES FEARSOME WIZKIDS FORCES

PATHFINDER BATTLES: SET 24 FEARSOME FORCES BATTLE BRICK (24) WZK 97560\$143.76 | Available July 2024!

Bolster your TTRPG army with Pathfinder Battles: Fearsome Forces! Coming in July 2024, Fearsome Forces is the 24th set of prepainted Pathfinder miniatures from WizKids, featuring 18 unique characters and creatures.

WHAT'S IN THE (BOOSTER) BOX?

This collection brings to life fearsome monsters and cunning villains from the Pathfinder universe, from packs of undead to swarms of venomous serpentfolk. Each pre-painted miniature is uniquely sculpted to be immediately recognizable alongside canonical artwork from Paizo, the publishers of Pathfinder.

Coming in 24-count Battle Bricks, Pathfinder Battles: Fearsome Forces booster contains one random miniature. Cases contain 4 Battle Bricks, or 96 individual boosters.

Collectors can track down these 18 minis in Pathfinder Battles: Fearsome Forces:

Ilruxi Defender – lizardfolk who serve as a protector of the young, guardian of the settlement, and soldier in time of war.

Iruxi Scout – these lizardfolk explorers and hunters spend most of their lives on the move, constantly

Serpentfolk Venom Caller – Zyss serpentfolk spellcasters that specialize in acid and poison magic.

Serpentfolk Granitescale – a result of minor mutations, these serpentfolk have bulky frames covered in hard, speckled gray plates.

Nagaji Soldier – brawny bipeds with humanoid figures and serpentine heads who serve as heralds, companions, and servitors of powerful naga.

Kholo Sergeant – When hyenafolk band together to form hunting or raiding parties, the strongest among them is often designated the leader or sergeant.

Kholo Cultist – these hyenafolk serve as their clans' spiritual guides and conduits to the divine.

Orc Brute – the furious and undisciplined rank-and-file brutes who make up the bulk of an orc warband.

Lifeleecher Brawler – Mortic orcs with gray flesh, sharp claws, and protruding tusks. Resilient and strong, they devour the vital essence of their enemies

Hobgoblin Soldier – these soldiers make up the bulk of hobgoblin society, whether that society is a village or a military unit.

Zombie Shambler – a slow-moving undead horror; dangerous in large groups.

Skeletal Champion – these skeletons retain the cunning and martial skill they possessed in life.

Skeletal Mage – rarely, the bones of a spellcaster can be used to create a skeleton that retains a limited ability to cast spells.

Harpy Skeleton – A live harpy's song is compelling and captivating; a harpy skeleton's is anything but.

Kasa-Obake – these tsukumogami enjoy giving living creatures the occasional scare, but rarely, if ever, attack.

Nosferatu Overlord – millennia of feeding on the living can turn the most powerful nosferatu vampires into creatures of indomitable will and walking terror.

Omox – these demons seemingly made from living, animated filth arise from the souls of those who routinely polluted their surroundings.

Jorogumo – appearing as beautiful, well-dressed humans, these evil creatures can shift into a spider form to prey on travelers.

RETAILER PROMOTIONAL MINI: ROTTEN SKELETAL MAGE

As an exclusive offer to stores, each Fearsome Forces case purchased will come with a Rotten Skeletal Mage miniature. Retailers are welcome to use these exclusive minis as gifts for Pathfinder miniatures or gaming book purchases, prize awards, or however else you'd like. The Rotten Skeletal Mage is not for resale and can only be found in retail stores.

APPEALING TO PATHFINDER DIEHARDS AND TTRPG NEWCOMERS

While these miniatures come right from the pages of *Pathfinder*, they depict many common fantasy enemies. Whether you're diving into classic fantasy realms or forging your own adventures, these miniatures fit right in. They're a great way for your customers to start building a minis army, or a few boosters can round out a decades-old collection.



- 18 unique minis sold individually in single-miniature boosters
- Releasing July 2024
- Sold in 24-count Battle Bricks
- Each case orders comes with a Rotten Skeletal Mage, exclusively for retailers



Whether you're a seasoned RPG veteran or a new adventurer, Pathfinder Battles: Fearsome Forces is your ticket to unforgettable adventures. Get ready to level up your gaming and pit your players against some of the most fearsome Pathfinder has to offer.

•••



SHADOWRUN: SIXTH WORLD
BEGINNER BOX









SHADOWRUN: FIRST EDITION CORE RULEBOOK



SHADOWRUN: EDGEZONE MAGIC & MAYHEM

35 YEARS OF SHADOWRUN







CGE EXPANDS US DISTRIBUTION OF HEIDELBÄR GAMES

CGE is typically known for its highly thematic heavy euro games, but last year you may have noticed we began distributing smaller, lightweight games from our friends and German partners HeidelBÄR Games in the US market. We're excited to announce we're expanding

on that in 2024 with eight more family-friendly small box games.

With *Spicy* and *Time Division* already in US distribution since late 2023, we wanted to highlight some of the other unique offerings that are hitting the US market from HeidelBÄR Games this year!

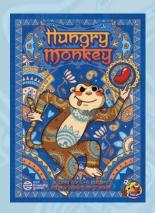


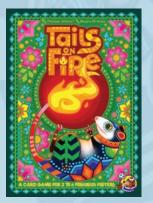
A new release in 2024, Fish & Katz (MSRP \$29.95) is an adorable kitty-themed game of fast-paced set collection...but with a twist! Each player gets their own soft kitty paw to wear on their finger, and at the count of 1-2-3-MEW, everyone simultaneously slaps it down on a card in the offer. Any player who is the only one with a paw

on a card gets to keep it, while any cards with multiple paws on them get discarded. It's a game of speed and lighthearted strategy, as you try to get the cards you want to score, while blocking other players from scoring first.

We also have a special retailer box bundle containing 6 games (5 recent releases and one new one) from HeidelBÄR Games. Each bundle (\$325) contains 3 copies of each of the six games.

Sweet & Spicy (MSRP \$17.95) is an all new version of the hot bluffing game Spicy, featuring a brighter cartoonish art style and a few minor adjustments to make the wacky



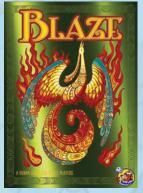


gameplay easier for younger players. Take turns playing a card facedown, declaring the suit and spice level in ascending order of hotness—you can fib about the card you play, but don't get caught! It's cute and crazy for sure, but just as spicy and chaotic as the original.

In *Hungry Monkey* (MSRP \$17.95), players try to clear all of their cards and collect scoring beans to win in this fun jungle card game. On your turn, you'll play a card of equal or higher value to previous card played, potentially triggering powerful animal abilities that impact the gameplay in interesting ways.

Tails on Fire (MSRP \$17.95) is a highly interactive, ever-shifting game where players compete to steal the hottest fire by strategically playing a trio of cleverly selected cards to come out on top each round. Play your cards carefully and outsmart your opponents and gain the most flames by the end to win!





Blaze (MSRP \$17.95) resembles a classic shedding game, but splits the gameplay into two distinct phases. In the first phase of the game, players team up with each other, attempting to force their opponents to draw more and more cards into their hand. In the second phase, players attempt to play out their hands and score! "Blaze" acts players to adjust to dynamic, shifting conditions around the table, and pushes players to work both with and against each other in order to

position themselves to score!

Coyote (MSRP \$17.95) is a game of ever-escalating bluffs, in which players take big risks based on what they can and cannot see! Players always see the cards of the other players, but never their own. Each turn, players decide between raising the stakes, and calling the entire table's bluff! Excitement is increased further by the addition of special cards, which can completely transform your bets and your bluffs.

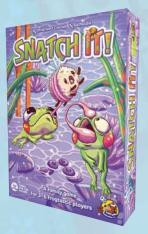




Animal Poker (MSRP \$17.95) is a trick-taking and hand building game where everyone is trying to move up the corporate ladder at Animal Inc! Each round, players will exchange cards (and their physical seat!) with each other based on the corporate rank they hold. Through clever hand management, players can rise the ranks between rounds, gaining access to a better position before a new hand is dealt.

All of the games we've mentioned so far are available now, but we also have something newly announced from HeidelBÄR Games to share, too.

Heading to the US market this summer, *Snatch It!* (MSRP \$15.95) is a game of hungry pond frogs greedily grabbing as much grub as possible before others can snatch it away. Play cards to grab juicy bug cards for your personal food piles, but be sure to defend them from other sneaky players and score them in time before they disappear.



Be sure to look for *Snatch It!* when it launches at Gen Con this summer! And check the other fun, family-friendly games from HeidelBÄR Games available now at your favorite friendly local game store!



SPICY							
CGE HG006E\$17.99	Available Now!						
TIME DIVISION							
CGE HG015E\$29.99							
CGE HG015E \$29.99	Available Now!						
FISH & KATZ							
CGE HG014E\$29.95	Available June 2024!						
SWEET & SPICY							
CGE HG011E\$17.95							
CGE HG011E\$17.95	Available Now!						
HEIDELBAR GAMES RETAIL DISPLAY							
CGE HG105E \$325.00	Available Now!						
HUNGE	Y MONKEY						
CGE HG012E\$17.95							
CGE HG012E\$17.93	Available Now:						
	ON FIRE						
CGE HG013E \$17.95	Available Now!						
BLAZE							
CGE HG009E\$17.95							
CGE 110007E	Available Now:						
COYETE							
CGE HG008E\$17.95	Available Now!						
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ANIMAL POKER							
CGE HG010E\$17.95							
COL 1100 10L \$17.93	Available Now:						
SNATCH IT							
CGE HG016E\$15.95	Available June 2024!						









PENDRAGON RPG STARTER SET

Available Now! CHA 2729-X \$29.99

We sat down with Pendragon creative director David Larkins from Chaosium to talk all things Knights, King Arthur, and just what exactly Pendragon is.

In a nutshell, what is Pendragon?

Pendragon is a game of valor, honor, and tragedy, of quest, romance, and adventure. It's fantasy with a medieval fairy tale flavor.

But it's also a game where adhering to something greater than yourself, be that faith, chivalry, or romance, actually has mechanical benefits and gives your characters the chance to bring light to a dark, wartorn world.

I don't know anything about Arthurian Legends, how hard will it be for me to play?

Well, first of all, you probably know more than you realize: the Knights of the Round Table, the Sword in the Stone, Lancelot and his forbidden love for the queen... But even if that's the extent of your knowledge, you really don't need to know anything to play. In fact, part of the fun of Pendragon can be the thrill of discovering the Arthurian legends through the

game, since they're happening all around you! The Pendragon Starter Set and Pendragon Core Rulebook give you a good grounding in the setting before you get into the rules or scenarios.

I hear I roll a D20 in this game but getting a 20 is bad?!

The core mechanic is the same as the card game Blackjack - every stat is 1-20, and you need to roll as close to that value without going over. Hitting the target number is a critical success, and rolling a 20 is often far higher than that target!

What is combat like in this game? Does it play a key role like it does in other fantasy TTRPGs?

Knights exist for one reason: to fight. Pendragon combat is fast and brutal; armor is literally a life-saver, and smart players learn early on that surrender is usually preferable to a fight to the death. Combat between two evenly matched opponents often takes on epic proportions, as they wear each other down with small wounds until one or both collapse from fatigue, or one gets a lucky shot in on the other. More often, though, fights end quickly. As important as combat is, it doesn't dominate your time at the table, allowing you to spend as much narrative time on the consequences as on the fight itself.

I understand I have to play a knight in this game. Are there different types of Knights to choose from?

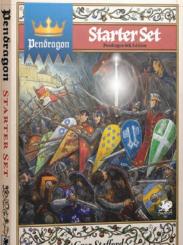
Yes! Knights are defined by their characteristics (Strength, Dexterity) and skills (Courtesy, Falconry), but also by their traits and passions — Is

PENDRAGON RPG: CORE RULEBOOK

Available Now! CHA 2731-H \$49.99

PENDRAGON RPG: THE GREY KNIGHT - CAMPAIGN BOOK

CHA 2732.....\$24.99 **Available Now!**



Core Rulet

your knight known for their forgiving nature, or are they vengeful, never letting a slight go unchallenged? Are they known for their love of their family or their hospitality? Or perhaps they are consumed by hatred for an old rival or even for all the people of a neighboring kingdom?

Is it true that in this game your character has kids that eventually become PCs?

Yes, and you also spend time in character creation finding out how your grandparents and parents left their own marks. Even in a shorter campaign — which is what the core books focus on facilitating - you'll be living through a decade or more of your character's life, as aging and the passage of time is very much a part of the game.

What books do I need to start playing Pendragon?

The Starter Set is more self-contained, as it includes eight pregenerated characters and a short campaign that sees them supporting the Boy King after he draws the sword

> from the stone. The Core Rulebook includes rules for creating knights of your own, and is designed to dovetail with forthcoming publications.



The Grey Knight looks awesome, can I jump straight into that campaign as a new player/ GameMaster?

Absolutely! We put out The Grey Knight specifically because it provides a "grand tour" of Arthurian characters and tropes in one package. After playing, you'll know quite a bit about the most well-known Arthurian tales, and how your group's characters played a role in your version of the legends.

I should also mention, The Grey Knight is also designed to serve as a direct sequel to "The Sword Campaign" from the Starter Set.

What is your personal favorite thing about Pendragon?

I've been playing Pendragon for over 20 years now, and I still can't tell you why this is, but there's a certain magic in how the whole system comes together in play to produce some of the best gaming experiences you'll ever have. It's the one RPG I've played that regularly generates sublime story synchronicity and moments of transcendent triumph or heartbreaking drama.

The Pendragon Starter Set, Pendragon Core Rulebook, and Pendragon: The Grey Knight are all available now from your favorite local game store!

ALLIANCE GAME DISTRIBUTORS



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #295

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.
GTM 295\$3.99

25[™] CENTURY GAMES

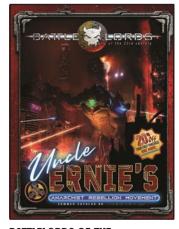


DRACULA VS VAN HELSING

In Dracula vs Van Helsing, each player controls one of the title characters. Van Helsing must remove all of Dracula's life points to win, but if Dracula turns all four inhabitants of the same district into vampires first, Dracula wins. The game lasts at most five rounds. Each round, players play in turn (starting with Dracula), drawing a card, then discarding that card or swapping it with one of the five cards on their rack to trigger the discarded card's ability. After the opponent plays one last turn, the round ends; otherwise, the round ends when the deck is empty. At the end of a round, players compare the five cards on their rack. Scheduled to ship in September 2024.

25C 53000\$29.99

23RD CENTURY **PRODUCTIONS**



BATTLELORDS OF THE 23RD CENTURY: UNCLE ERNIE'S A.R.M. SUMMER CATALOG (SAVAGE WORLDS)

The A.R.M. Summer Catalog contains more than 35 beautifully illustrated monsters for use in your Savage Worlds and Battlelords games. The creatures inside are suitable for any game where you need monsters and can be dropped into just about any Savage Worlds game from Savage RIFTS, to games that use the Science Fiction Companion and Super Powers Companion books. Many of the creatures can easily be adapted for horror settings and even Deadlands. Scheduled to ship in August 2024.

23C 03001\$50.00



VAMPIRE QUEEN

The gray morning has arrived, and the vampires of the ancient clans must now hurry back to their tombs. For the high and mighty this is easy, but the smaller, weaker vampires have the strength to do this only in groups. Thus, you as the vampire lord might want to play out several with low values together in order not to be surpassed. Whatever you do in Vampire Queen, though, be sure to rid yourself of an intrusive vampire hunter because no one wants to get stuck with that! Scheduled to ship in September 2024.

25C 60000\$14.99

ADVENTURE TOGETHER GAMES



SOURCE: STARTER FANTASY FOREST

Contrive a world of colorful charm and whimsy with the SOURCE: Starter Fantasy Forest terrain system. Build any world you can imagine on your tabletop with a simple, modular, stacking hex terrain system. Place and build dreamy moss-carpeted forest floors dotted with mushrooms, twigs, and stones. Carve out ponds of clear water teeming with koi fish. Plant mystical mushroom and charming fruit and vegetable patches in your own imagined woods. Beautifully hand-illustrated worlds spring to life with hexes and tiles precisely sized for all of your favorite tabletop, wargaming, or roleplaying games. Scheduled to ship in September 2024.

ATZ SRCSTFF\$114.99

AEGIR GAMES

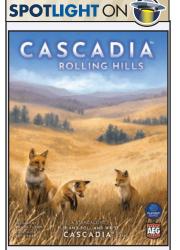


EUROPA UNIVERSALIS: THE PRICE OF POWER (STANDARD EDITION)

This is the Standard Edition of Europa Universalis: The Price of Power game (14 players). Manageable campaigns for small tables. Featuring major powers like Castille, France, England, and Austria. A scenario book to play minor nations, all with their respective mission trees and historical events. The Solo Bot Rules together with the Bot Decks, allow you to unleash your inner conqueror even by yourself, or to spice up multiplayer games. A whole world to explore and trade with. The rest of the world is available to colonize and trade. Scheduled to ship in August 2024.

AGG EU-STD1.....\$120.00

ALDERAC ENTERTAINMENT GROUP

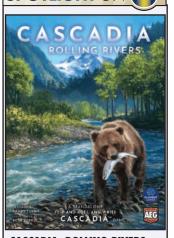


CASCADIA: ROLLING HILLS (STAND ALONE)

Cascadia: Rolling Hills is a series of puzzly flip-and-roll-and-write games featuring the habitats and wildlife of the Pacific Northwest! Simultaneously roll dice, collect wildlife, and complete habitat cards to fill in different environments in Cascadia. Use special actions to manipulate your dice, and dynamic completion cards to unlock powerful combos! Play on one of four unique Environment Sheets, each with its own special gameplay elements. Create the most harmonious ecosystem to win! Cascadia: Rolling Hills features unique content specific to the prairie environments of Cascadia!

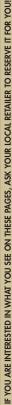
AEG 1059.....\$24.99

SPOTLIGHT ON



CASCADIA: ROLLING RIVERS (STAND ALONE)

Cascadia: Rolling Rivers is a series of puzzly flip-and-roll-and-write games featuring the habitats and wildlife of the Pacific Northwest! Simultaneously roll dice, collect wildlife, and complete habitat cards to fill in different environments in Cascadia. Use special actions to manipulate your dice, and dynamic completion cards to unlock powerful combos! Play on one of four unique Environment Sheets, each with its own special gameplay elements. Create the most harmonious ecosystem to win! Cascadia: Rolling Rivers features unique content specific to the riverine environments of Cascadia! AEG 1062.....\$24.99







NOCTURNE

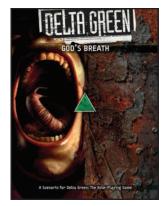
From the team that brought you Calico, Cascadia and Verdant! Take on the role of a fox mystic casting spells and collecting enchanted items in a magical moonlit forest! Nocturne is a beautiful puzzly game for the whole family. Each time you play you will encounter different Twilight and Moonlight goals, Concoction recipes to brew, powerful player abilities, and a unique layout of the forest to explore. This will necessitate new strategies and tactics to outwit your opponents in this unique highly interactive spatial set collection game! AEG 1056.....\$39.99



UNDERGROVE

For over 300 million years, trees have traded nutrients with fungi in a vast underground network. In Undergrove, you are a towering evergreen with an ancient symbiotic connection to the fungi in your forest. As new mushrooms appear, your options expand for converting nutrients and helping your seedlings. You can build a shared forest containing mushrooms with diverse abilities, trade with the mushrooms to get resources based on the partnerships you've made, and place your seedlings in the most advantageous positions to score the most points.

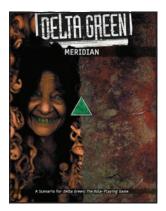
AEG 1038.....\$49.99



DELTA GREEN RPG: GOD'S BREATH

When Colorado legalized marijuana a few years ago, ambitious entrepreneurs rushed to meet a public demand. Some were more ambitious than others. A few cared not at all for the risks posed by weirdly unnatural genetic experiments in a booming crop. When a violent disaster locks down Denver County Jail, a Delta Green friendly happens to be on site. He leaves a frantic voicemail for his Delta Green handler about a prisoner vomiting up an alien worm. Scheduled to ship in July 2024.

APU 8170 \$24.99



DELTA GREEN RPG: MERIDIAN

Joplin, Missouri. The crossroads of America. In the dying days of summer 2018, two investigators drive into town from Washington, D.C., on a case that looks like a waste of time and resources: to investigate the finances of a rural shelter for homeless youth. It looks like poison to careers that are already on life support. Unless theres more to it. Unless the ghostly lights of tall tales really do rise over the black woods. Unless the leaves whisper with memories beyond life and death. Scheduled to ship in July 2024.

APU 8167 \$19.99

ALLEY CAT GAMES

PUSHEEN: THE STACKING GAME

Scheduled to ship in September 2024. ACG 081\$15.99



FATE FLIP

WASHED ASHORE

You come to on a sandy beach. The sun is burning your back, the sea salt makes your skin itchy, your tongue barely moves in your mouth. You remember a huge wave washing you overboard, and you quickly lost sight of the ship. You are lucky to stay alive. But where are you? Is this place inhabited and do ships sail here? Will you ever return to your homeland? And will you be able to even survive? Washed Ashore is a storybased solo adventure in which the player takes the role of the game's main character who is shipwrecked and stranded on a deserted island. Scheduled to ship in September 2024.

ACG 088 \$14.99

ARCANE TINMEN

DRAGON SHIELD: DEMON HUNTERS



CARD CODEX 360 ATM 34006.....\$34.99



BRUSHED ART (100) (DISPLAY 10) ATM 12106.....\$13.99



JAPANESE BRUSHED ART (60) (DISPLAY 10)

ATM 12626.....\$9.49



PLAYMAT (DISPLAY 20)

ATM 20587.....\$24.99



DRAGON SHIELDS: (100) MATTE DUAL - SPECIAL EDITION BLUE / SILVER (DISPLAY 10) ATM 15064.....\$14.99

ARC DREAM PUBLISHING

DELTA GREEN RPG: DEAD DROPS

Meridian witnesses the induction of new Agents into a world of unsuspected terrors, lifeless and deathless. In From the Dust, infants have vanished in Brooklyn and strange events echo by night at a construction site. The Agents must sift superstition and rumor from a horror that lingers across decades, across centuries. In Presence, a young woman vanishes from Alabama, appears in the same instant in Vermont, and opens a door of discovery to secrets deeper than the most appalling proliferations of life. Jack Frost looks back to the bitter Alabama winter of 1998, when a cold snap and extraordinary floods wiped out a tiny town. Dead Drops is played with Delta Green: The Role-Playing Game. Scheduled to ship in August 2024. APU 8168\$49.99



BATMAN (DISPLAY 10)

ATM 16110\$24.99



THE JOKER (DISPLAY 10)

ATM 16111 \$24.99

ARCANE WONDERS



WORLD WONDERS: MUNDO WONDERS EXPANSION

World Wonders: Mundo Wonders Pack adds nine new wondrous monuments from the ancient world to World Wonders, along with a new gameplay mode. This mode features nine cards that add even more strategy to the scoring of new monuments, allowing for higher scores depending on the objectives. The expansion also comes with cards to use the new wonders in the normal game mode. Scheduled to ship in June 2024.

AWG AW19WWX1\$19.99

ARES GAMES



WAR OF THE RING: COLORED PLASTIC RINGS - CORE SET

For all War of the Ring Second Edition enthusiasts who want to protect the bases of their miniatures, while enjoying an easy and quick way to recognize them at a glance on the game board, here's the ideal solution: War of the Ring Colored Plastic Rings Core Set Accessory! Scheduled to ship in September 2024.

AGS WOTR023.....\$24.90



WAR OF THE RING: COLORED PLASTIC RINGS - EXPANSIONS

For all War of the Ring Second Edition enthusiasts who want to protect the bases of their miniatures, while enjoying an easy and quick way to recognize them at a glance on the game board, here's the ideal solution for the three expansions: War of the Ring: Colored Plastic Rings Expansion Accessory! Scheduled to ship in September 2024.

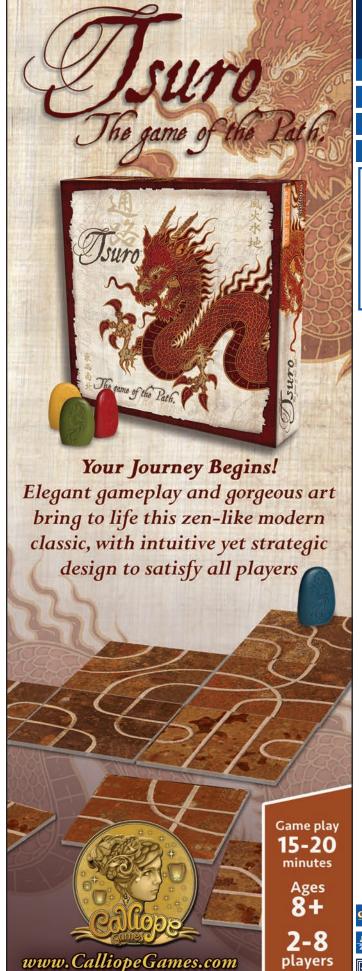
AGS WOTR024.....\$14.90

THE ARMY PAINTER



Fanatic colours you need for painting your party of heroes and heroines fighting the

foul monsters, dragons, and evil creatures lurking in dark dungeons or above ground.
TAP GM1008\$49.99





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IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU

JUL 2024

AVALON HILL



BETRAYAL DECK OF LOST SOULS

Many lost souls have been lured by the secrets hidden within the House on the Hill. Now an ancient relic - a cursed deck of cards - from the darkest reaches of the attic has entrapped you as well! In the Betrayal Deck of Lost Souls standalone game, a player and their fellow explorers must race to defeat the many horrors lurking within the deck. Play Item cards to defeat Omens and Curses, but beware! There may be a traitor in the group, working against the others to unleash the one true Curse. WOC G0165UU00.....\$19.99



HEROQUEST: FROZEN HORROR

Revisit and delve deeper into the rich story of the HeroQuest dungeon crawling adventure game. With the Frozen Horror expansion, players must destroy the evil Frozen Horror, a ferocious creature long banished, but has now returned to its ancient seat of power, and awaits Zargon's summons. The powerful Barbarian must survive dangerous solo quests and only then will fellow heroes join him. Immerse yourself in the fantasy with the stunning artwork, 21 detailed miniatures, full-color tiles, and 10 exciting quests not seen in the initial HeroQuest Game System.



HEROQUEST: RISE OF THE DREAD MOON

The dramatic story of treachery and unrest in the elven kingdom continues in this HeroQuest Rise of the Dread Moon expansion! As a brave knight, you're challenged to finally free Elethorn from the clutches of Zargorn. Embark on dangerous quests, as you seek the aid of the Cadre of the Raven's Veil to help stop Zargorn's forces of Dread from destroying the kingdom. Navigate through a dark labyrinth of waterways, an underground city, and more perilous locations. But be wary - for Zargon's forces grow ever stronger with the rise of the Dread Moon! WOC F6646UU00.....\$44.99



HEROQUEST: THE MAGE OF THE MIRROR QUEST PACK

In this The Mage of the Mirror expansion to the *HeroQuest* adventure, you're challenged to confront the diabolical archmage Sinestra and save the kidnapped Princess Millandriell! As a courageous Elf, will you survive the perilous solo quests to prove your strength and valor? You must recover a legendary sword, free two of the Queen's attendants, and navigate safely through a treacherous maze. Only then will your fellow heroes join you to pass through the mirror to the Realm of Reflection and try to free the princess.

WOC F7539UU00......\$44.99



BETRAYAL AT HOUSE ON THE HILL

The House on the Hill still sits abandoned, and fearless group of explorers has been drawn to the house to discover its dark secrets. Immerse yourself in the narrative gameplay as you take on the role of one of those explorers. The Betrayal at House on the Hill 3rd Edition cooperative board game includes 50 chilling haunts and dozens of danger-filled rooms that will terrify even the strongest among you. At first you'll work together, but beware...one explorer will betray the others and then the haunt begins.

WOC F4541UU00.....\$55.99



HEROQUEST: PROPHECY OF TELOR QUEST PACK

Mysterious arcane forces are interfering with Mentor's magic. In this action-packed HeroQuest Prophecy of Telor expansion, return to the rich story of the HeroQuest board game. Traverse through 13 quests to reveal the secrets surrounding the Talisman of Lore and the prophecy of Telor! Though the wizard Melar vanished long ago, it is known that he had been experimenting with vile Dread magic alas, in his disappearance, all that could be found was the Talisman of Lore. WOC G0052UU00.....\$34.99



HEROQUEST: SPIRIT QUEENS TORMENT QUEST PACK

Uncover an unusual disturbance amongst the spirits and rescue the realm from evil! In this HeroQuest Spirit Queen's Torment expansion, return to the rich story of the HeroQuest board game and embark on 14 thrilling quests! The elven sage Silvana, brilliant diviner and ally of Mentor, has been experiencing visions of spirits surrounding her beloved late apprentice, Nelath, a Spirit Talker slain by Zargon. Playing as one of HeroQuest's brave heroes, you must enter the Wyvern Keep and end whatever vile plot has disturbed Nelath's eternal slumber - before a fate worse than death befalls her.

WOC G0053UU00......\$34.99

BANDAI CO.

SPOTLIGHT ON

The English version exclusive bonus get powered up even more! The usual BOX TOPPER is being upgraded from 1 card/pack to 2 cards/pack, now including Tamer/ Digimon cards. Additionally, a new bonus, the Lucky Pack, will be included as a Box Topper featuring 22 varieties! Digimon Card Games first ever signed card included in this set! Get a card shining with the signature of Kenji Watanabe, the Digimon character designer! It will be included at a low pull rate and will be a must see for collectors. This set includes many characters from the TV Anime Digimon Frontier. Many Digimon and Tamers from TV Anime Digimon Frontier are included in this booster. Digimon like Dynasmon and LordKnightmon also get the power of ACE. In addition, the protagonists final form Susanoomon gets the power of ACE and can gather the power of all Hybrid Digimon! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2758311......PI



BETRAYAL THE YULETIDE TALE

Take a deeper dive into the story and dark secrets of the abandoned House on the Hill 3rd Edition, haunted house traitor board game. In The Yuletide Tale Evil Reigns in the Wynter's Pale expansion pack, players interact with the explorers of the base game with 2 holiday-themed characters. Because of a magical mishap, the cold-hearted visitor and his henchman have assumed identities of other beloved holiday characters and have acquired numerous magical powers.

WOC F5812UU00.....\$21.99



DRAGE NABALLE CARD GAME

DRAGON BALL SUPER FUSION WORLD TCG: SET 04 BOOSTER DISPLAY (24) (FB04)

DRAGON BALL SUPER FUSION WORLD TCG: STARTER DECK DISPLAY (6) (FSO6)

DRAGON BALL SUPER FUSION WORLD TCG: STARTER DECK DISPLAY (6) (FSO7)



ONE PIECE TCG: DEVIL FRUITS COLLECTION V2 (DF-02)

This product incorporates many *One Piece* elements to catch the eye and entice purchasers. The Devil Fruit case holds Boosters and other card products, making for the ultimate, must-have addition to any shelf! Following the popularity of the Gum-Gum Fruit, the Flame-Flame Fruit has arrived! This highly popular Devil Fruit will captivate all *One Piece* fans. Each set includes 2 randomly selected DON!! cards/sleeves with exclusive designs, encouraging multiple purchases to collect them all!! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2750935.....

ØNE PIECE

CARD GAME

ONE PIECE TCG: FOUR EMPERORS BOOSTER DISPLAY (24) (OP-09)

ONE PIECE TCG: FOUR EMPERORS DOUBLE PACK SET DISPLAY (8) (DP-06)

UNION ARENA TCG: JUJUTSU KAISEN BOOSTER DISPLAY (16) (UE03BT)

Many of the gorgeous high-quality cards in the lineups use original illustrations made especially for Bandai! These are sure to please current TCG players and collectors. The game play recreates the story





UNION ARENA TCG: JUJUTSU KAISEN STARTER DISPLAY (6) (UEO3ST)

 GIM

024

<u>BANDAI SHOKUGAN</u>

Scheduled to ship in November 2024.





FW GUNDAM CONVERGE CORE - MOBILE SUIT GUNDAM CONVERGE CORE 45TH COMMEMORATIVE LAST SHOOTING SET

BNT BAN91496\$42.00

DRAGON BALL



DRAGON STARS SAND LAND -BEELZEBUB BNT 37816 \$21.99



SUPER DRAGON STARS POWER UP PACK - SUPER SAIYAN BLUE GOKU BNT 37195 \$26.99



SUPER LIMIT BREAKER - FRIEZA 4TH FORM

BNT 36828 \$16.99

MEGAHOUSE Scheduled to ship in November 2024.











MEGA CAT PROJECT - ONE PIECE, NYAN PIECE NYAN! VER. LUFFY VS MARINES DISPLAY (8) VER. LUFFY VS MARINES DISPLAT (0)
BNT MGH84019 \$80.00



MEGATOON - YU-GI-OH! DUEL MONSTERS, DARK MAGICIAN BNT MGH84040\$50.00



MEGATOON - YU-GI-OH! DUEL MONSTERS, SLIFER THE SKY DRAGON

BNT MGH84039 \$60.00



MONSTERS CHRONICLE - YU-GI-OH! VRAINS, ACCESSCODE TALKER BNT MGH84048\$83.00



OCHATOMO - ONE PIECE, PIRATES PARTY DISPLAY (8) BNT MGH84033\$80.00





HAIKYU!!, BUDDYCOLLE HAIKYU!! (REPRODUCTION) DISPLAY (6)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. BNT MGH83404\$48.00



NANOBLOCK: POKÉMON

Scheduled to ship in September 2024.

ARMAROUGE

BNT NAN22892.....\$10.00



CERULEDGE

BNT NAN22893..... \$10.00



BNT NAN22879..... \$40.00



BNT NAN22878.....\$40.00



TINKATON

BNT NAN22894..... \$10.00

TAMASHII NATIONS **GUNDAM UNIVERSE**

Scheduled to ship in November 2024.



"MOBILE SUIT GUNDAM IRON-BLOOD ORPHANS". **ASW-G-08 GUNDAM BARBATOS LUPUS**

BNT BAS66422\$25.00



"MOBILE SUIT GUNDAM SEED ASTRAY", MBF-PO2 GUNDAM ASTRAY RED FRAME

BNT BAS66424\$25.00



"MOBILE SUIT GUNDAM SEED FREEDOM", ZGMF/A-262B STRIKE FREEDOM **GUNDAM TYPE II**

BNT BAS66423\$25.00

BEANIVERSE



TOASTY TOASTS

Toasty Toasts is a competitively delicious card game for family and friends! Combine delicious Topping cards, use sneaky Actions, and create the tastiest Toasts spread to score the most points. People who enjoy Sushi Go and Exploding Kittens said they love Toasty Toasts. Scheduled to ship in September 2024. BVI 01000......\$14.99

BLIND VISIONARY

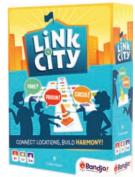


DUNGEON CRAWL CLASSICS RPG: DIGEST SIZED CHARACTER FOLIO

The DCC Character Folio offers a compact, comprehensive character log for any class found in the Dungeon Crawl Classics game, as-well-as most third-party classes. The folio is 23 black and white pages of usable content, including a fumble table on the back, places to enter your level progression table, and other handy tables so you don't have to scour the main rulebook!

GMG SWM005.....\$10.00

BLUE ORANGE USA



LINK CITY

Come together and cooperatively build community in this city-building game. As city expansion is approved and starter tiles are laid, the mayor secretly decides where to build new amenities or businesses. Will all other players be able to collectively guess what the mayor has in mind, linking tiles to create tree-lined streets? Make the right connections and watch as a unique and quirky city emerges before your eyes. Scheduled to ship in September 2024. BOG 09086\$24.99



SCATTER BRAIN

In this quick thinking, match-and-grab counting game, prepare to move fast! As the dice scatter, quickly snatch up cards that match the numbers on the dice. For bigger number cards, add 2 or more dice together. Will you be able to keep your cool or will your brain wind up scrambled. Scheduled to ship in September 2024. BOG 09085 \$14.99



SHADOW HOUSE MASQUERADE

Quick! Someone has been murdered and the killer is in our midst. The curtains are drawn, the doors are closed, and all players wear masks! In this fast-paced bluffing card game, are you an innocent or are you the culprit, attempting to stay hidden? Players beware... Roles can easily change and the player who is the culprit can pass this identity to another player. This is a game of deduction where anyone can be the villain. Scheduled to ship in September 2024. BÖG 09088\$13.99



SHUT UP!

Shut Up! Is the uproarious game of quickwitted comebacks, where players revel in reading hilarious statements while others gleefully select the best punchlines to silence them... until they become the one targeted to 'shut up!' One player selects a Statement card, whil all others grab a Punchline card, poised to respond to the forthcoming statement. If the statement reader deems the retort effective, fantastic! Otherwise, the decclare 'Shut Up!' and issue a Shut Up card as a penalty. Scheduled to ship in September 2024.

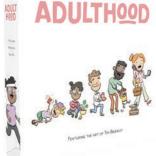
BOG 09087\$21.99



TUMBALL Take turns stacking beads, one by one, onto the colored ball cluster. Watch as it shakes... moves... and slowly separates! Keep a steady hand and remain calm. One slip or a bead placed in the wrong spot and you'll make everything... Tumball! Scheduled to ship in September 2024.

BOG 09084\$24.99

BROTHERWISE GAMES



ADULTHOOD

Live your best life in Adulthood! Every turn, this game challenges 1-4 players to spend Time and Energy to generate Money, Happiness, and positive Impact. Choose a Career, seek out Experiences, find a Partner, and try to spend time on Wellness while dealing with unexpected Life Events. Featuring the art of Tim Brierly, Adulthood highlights the joys and absurdity of everyday life. Each turn, players have to choose how to spend their Time, Energy, and Money to maximize their personal Happiness and positive Impact.

BGM 825\$29.95



SPOTLIGHT O



DUNGEON KART

Race your way to victory with Dungeon Kart, an all-new game set in the world of Boss Monster. Dungeon Kart transforms the multiplayer mayhem of kart racing into a turn-based tactical tabletop experience. Play as one of the baddest Bosses around while using Spells to disrupt other racers, grab coins, and power yourself up! With a lot of skill and a little luck, you can cross the finish line first and show your opponents whos Boss! Unique dashboards allow players to rev up their engines and increase their speed. Be careful thoughif you go too fast then you have more chances to run into hazards and obstacles that will cause you to crash or spin out!

BGM 726\$59.95

CAMPFIRE GAMES

Lore, enter a world with characters intriguing enchantment for all adventures. Your chosen archetype will go on quests, battle monsters, and hunt for treasure to collect points before the games end. Lore has action selection, card play, dice rolling, and a shining theme with seeds to grow your archetype's story. A new take



on old-school fantasy, Lore is a game for everyone who loves fairy tales and timeless myths. Scheduled to ship in August 2024.

CFG 01000\$65.00

CAPSTONE GAMES



BUS: COMPLETE EDITION

Beep! Beep! Bus: Complete Edition is a game about developing a public transport network in a rapidly expanding city. The citizens commute between home, the office, and most importantly, the pub. It's crucial for public transit to keep up with growth, lest the city become choked with traffic. Bus: Complete Edition features the same classic gameplay in Bus, now with all wooden game pieces. Scheduled to ship in September 2024. CSG BUS02......\$89.95





PAGAN: FATE OF ROANOKE -WOODEN TOKEN KIT

The official Wooden Token Upgrade Kit for Pagan: Fate of Roanoke! Enhance your gaming experience of Pagan with this Wooden Token Kit. For the Witch, this kit includes Secret tokens, Favor tokens, and screen-printed action pawns. For the Hunter, this kit includes Clue tokens, Evidence tokens, and screen-printed action pawns. Also included are Gloom tokens for the upcoming Beyond the Palisades expansion. Scheduled to ship in August 2024. CSĞ PAG01-WT......\$19.95

PAGAN: FATE OF ROANOKE -PLAYMAT

Scheduled to ship in August 2024. CSG PAG01-PM\$24.95

CATALYST GAME LABS



BATTLETECH: MINIATURE FORCE PACK -STAR LEAGUE COMMAND LANCE

Featuring the Orion piloted by Alexandar Kerensky one of the most impactful characters in the BattleTech lore along with his 3 Command Lancemates. Includes 1 pre-painted Orion mech, 2 new assault mech chasis Atlas II and Thunder Hawk, and a new rare Phoenix Hawk sculpt Scheduled to ship in June 2024.

CAT 35780.....\$34.99



BATTLETECH: MINIATURE FORCE PACK - URBANMECH LAM

UrbanMech is the best mech! One of the most prolific and terrific BattleMechs hits the battlefield with a Land-Air-Mech Retrofit. Includes 3 new exclusive poses Scheduled to ship in June 2024.

CAT 36012.....\$29.99

CHESSEX MANUFACTURING

COUNTUP&DOWN D20

Scheduled to ship in June 2024.







VORTEX BRIGHT GREEN/BLACK CHX XVUD00\$2.98



VORTEX DANDELION/WHITE CHX XVUD15\$2.98



VORTEX PURPLE/GOLD CHX XVUD07\$2.98



MARBLE CALCITE/ **BLACK POLYHEDRAL** CHX 30067.....\$13.98



NEBULA FLUORITE WHITE POLYHEDRAL

CHX 30068.....\$13.98



VORTEX ICE BLUE/BLACK CHX XVUD56\$2.98



VORTEX RED/YELLOW CHX XVUD44\$2.98

COTTAGES & CERBERUS

COTTAGES & CERBERUS RPG

CHRIS PELECH

CRYPTOZOIC ENTERTAINMENT

Cottages & Cerberus is a cottagecore monsterslaying ttrpg inspired by cozy games with a dash of monster-slaying action. The game is meant to be easy to learn (so you can jump in and start playing in minutes) while still having mechanical depth. Easy but deep character creation: Assign your CALM, choose a vibe, choose a magic item or pet, and choose 3 abilities (from over 300 options). Simple character creation, but tons of choices. Spoons (inspired by the Spoon Theory) are your resources that track both your physical health and your remaining capacity. cheduled to ship in August 2024.

CGP CC00\$45.00

LAB DICE 8 7-DIE SET (WITH BONUS DIE)



BOREALIS COSMOS/ GOLD POLYHEDRAL CHX 30064.....\$13.98



EVERYONE ELSE THINKS THIS GAME IS AWESOME

In Everyone Else Thinks This Game Is Awesome, you are all asked trivia questions, simultaneously write down answers, and then assign grad students to different locations based on who, if anyone, you think wrote down a correct answer. Based on how well you predicted answers, including your own, you earn (or lose) citation points. Eventually, someone will climb their way up the academic ladder, win the game, and retire as an Emeritus Professor. Scheduled to ship in June 2024.

CZE GQEFI-00012.....\$39.99



VORTEX MALACHITE/YELLOW

CHX XVUD25\$2.98

VORTEX ORANGE/BLACK CHX XVUD03\$2.98



GEMINI GELLOW RED/ YELLOW LUMINARY CHX 30051\$13.98

CHX 30066.....\$13.98



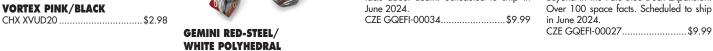
EVERYONE ELSE THINKS THIS GAME IS AWESOME: **DEATH PACT EXPANSION**

The Death Pact Expansion that will haunt you! Features over 100 questions and fun facts about death. Scheduled to ship in June 2024.



EVERYONE ELSE THINKS THIS GAME IS AWESOME: **PALE BLUE DECK**

Astronauts, Astronomy, and more! The ultimate questions about space and beyond in the Pale Blue Deck Expansion. Over 100 space facts. Scheduled to ship in June 2024.







EVERYONE ELSE THINKS THIS GAME IS AWESOME: **PSEUDOSCIENCE EXPANSION**

Hoaxes! Misconceptions! Stupid Stupid Beliefs! The Pseudoscience Expansion features over 100 questions and facts about The Questionable. Scheduled to ship in June 2024.

CZE GQEFI-00028......\$9.99



EVERYONE ELSE THINKS THIS GAME IS AWESOME: SEX, **DRUGS, & CITATIONS EXPANSION**

Sex, Drugs, and Citations expansion features over 500 questions! Features topics too hot for the base deck. Sex, Booze, Drugs, Gross, and More. Scheduled to ship in June 2024. CZE GQEFI-000 19.....\$24.99

CUBICLE 7



WARHAMMER FANTASY RPG: REIKLAND MISCELLANEA

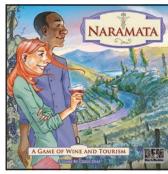
The heart of the Empire is the glorious grand province of the Reikland. It is also home to numerous powerful individuals, dangerous conspiracies, forbidden magics, and hideous threats. To mark Warhammer Fantasy Roleplay 4th Editions fifth year of publication, we've gathered popular articles about the Reikland into one place. Scheduled to ship in September 2024.

CB7 2804\$39.99

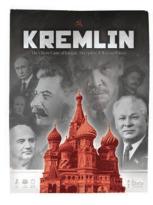
DIAS EX MACHINA

NARAMATA: WINE AND TOURISM BOARDGAME

Set within the titular region within Okanagan Wine Country, in *Naramata*, the players assume the roles of tour bus operators ferrying visitors to the various wineries nuzzled within the ten-minute drive along the Naramata Bench. Players will attempt to satisfy as many customers as they can through a day of operations, all the while earning prestige (equating currency), which can be spent to upgrade operations or influence the wineries throughout a tour route. Scheduled to ship in August 2024. DEM 0A01\$59.99



DIETZ FOUNDATION GAMES



KREMLIN

Kremlin is a game for 3-6 players competing to control the Soviet Union without knowing exactly who influences the politicians in office currently. The game is for ages 14-up, playable in 75-120 minutes. In its original German edition, Kremlin was a 1987 Spiel des Jahres Recommended pick. Scheduled to ship in June 2024.

DTZ 1917.....\$60.00



OFF WITH HIS HEAD

A card game for 2-6 players, recommended ages 12 and up where players work together to place a figurehead on the throne of France in the 1780s before the Revolution. Playable in under 45 minutes, OwHH comes with additional cards that can be swapped into the deck for extra challenges for players. Scheduled to ship in June 2024.

DTZ 1789.....\$25.00

DMDAVE PUBLISHING



DUNGEONS & LAIRS: #420 -WEED MONSTER SPIRE (5E)

Get ready to roll up for an adventure with Weed Monster Spire, the perfect session to spark up some fun on the April 20th holiday! Ideal for 5th level characters, this high-spirited quest includes everything your group needs to blaze through challenges and harvest some laughs. Meet two dope new monsters and experiment with 14 mystical medicinal potions, tonics, and salves, each more pot-ent than the last. Scheduled to ship in August 2024. DMD 1060420\$9.99



DUNGEONS & LAIRS: #96 -BUGBEAR SUMP (5E)

Dive into Bugbear Sump, an enthralling adventure designed for a party of three to five 3rd-level characters. Explore the mysterious lair of a band of renegade bugbears, uncovering their true nature through a series of pivotal decisions will your characters aid these misunderstood creatures or follow the orders given to them? Scheduled to ship in August 2024. DMD 1060096\$12.99



DUNGEONS & LAIRS: #97 -BRAINEATER COLONY (5E)

Dive into the dark depths of Braineater Colony, a chilling Fifth Edition adventure crafted for three to five 8th-level characters, with scalable challenges up to level 16. This meticulously designed quest introduces 13 terrifying new monsters and 4 unique magic items, enriching your gameplay with fresh and frightening elements. Scheduled to ship in August 2024.

DMD 1060097.....\$13.99



DUNGEONS & LAIRS: #98 -ICE VAMPIRE PALACE (5E)

Embark on a thrilling journey through the frozen halls of the Ice Vampire's domain in this captivating fifth edition adventure. Venture deep into the enchanted corridors of a mysterious ice palace, where each turn unveils secrets and dangers guarded by supernatural entities, from mummified kings to gravity-defying specters. Face the enigmatic lyara and her legion of eerie followers, challenging her puzzles and evading the traps set throughout her icy stronghold. Scheduled to ship in August 2024.

DMD 1060098\$29.99

NEW DRAVONIA: #1 - THE SHADOW OVER INNSMOUTH (5E)

Dive into the chilling depths of The Shadow Over Innsmouth, a thrilling adventure compatible with Fifth Edition and Black Flag Roleplaying. Inspired by the H.P. Lovecraft classic, this retelling transports players to the eerie town of Innsmouth where dark secrets and deeper terrors await. Featuring three new monsters and an intense dungeon-crawling experience within the Temple of Dagon, adventurers will navigate a labyrinth of puzzles, deadly traps, and moral dilemmas. Scheduled to ship in August 2024.





DRACO IDEAS



SCOPE: STALINGRAD

SCOPE is a game for 2 to 4 players, set in the battle of Stalingrad, where players take the role of snipers from both sides. The objective of the game is to take out enemy snipers or eliminate enemy troops for a total point value that depends on the scenario played. 5-15 minutes per game, several difficulty levels and rules that are explained in two minutes. Once you try it, you won't be able to stop playing it Scheduled to ship in September 2024. DRA 04000\$19.99



SCOPE: U-BOOT

SCOPE U-boot is a game for 2 players, in quick and dynamic 15-minute games, recommended for ages 12 and up. It is an independent and very different installment of the SCOPE system, the only similarities are its grid of cards forming the board and the many strategic possibilities it offers! In U-Boot the German player will remain hidden under the surface and the Allied player must find him and avoid being sunk. Scheduled to ship in September 2024. DRA 05000.....\$19.99

DV GIOCHI



BANG! THE DICE GAME: DICE EXPLOSION

Bang! The Dice Game and all expansions published to date, plus brand-new character cards. The Brave. Thanks to the 10 game modules, each game becomes and epic and memorable challenge! Includes Bang! The Dice Game, Old Saloon Expansion, Undead or Alive Expansion, and The Brave Expansion. Scheduled to ship in October 2024. DVG 9133 \$44.99

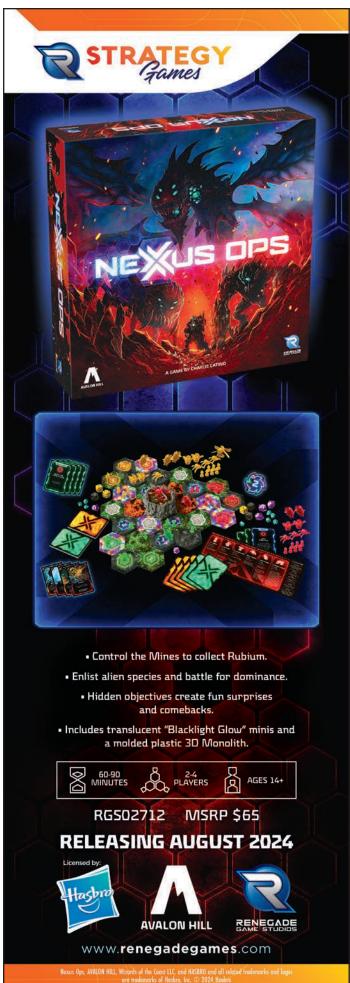
DYSKAMI PUBLISHING



BIG EYES, SMALL MOUTH RPG 4TH EDITION: DENIZENS OF THE MULTIVERSE DECK

This BESM Fourth Edition RPG accessory features a convenient deck of 136 characters and monsters from across the Anime Multiverse. Characters are illustrated on the front of each 4×6 card with their BESM game stats listed on the back. These cards can be used at your gaming table in conjunction with only the core rules, or they can be paired with background details provided in the BESM Dramatis Personae and BESM Multiverse expansions. Scheduled to ship in July 2024

DYS 503\$29.95







BIG EYES, SMALL MOUTH RPG 4TH EDITION: IKARION QUEST - A LITRPG ADVENTURE

Ikarion Quest is an isekai LitRPG adventure novel Book Two in the Ikarion trilogy that unfolds in BESM's Anime Multiverse setting and provides in-game BESM Fourth Edition stats for the characters. The novel continues the exploits of Tito, an anonymous Imago slummer who was mysteriously transported through the Ikarion VR MMO game into the real fantasy world of Ikaris as his alter ego identity, Card the Hedge Merchant. Trapped in a virtual realm with no way to log out, Cards journey will soon force him to confront his newfound destiny. Scheduled to ship in August 2024.

DYS 581\$29.95



BIG EYES, SMALL MOUTH RPG: RETRO SECOND EDITION

In the myriad realms of imagination, there are an infinite number of fascinating worlds waiting to be discovered. Explore them once again with Big Eyes, Small Mouth Retro Second Edition! Its been out of print for over 20 years, but now the BESM multi-genre anime and manga role-playing game is back in a special Retro Second Edition! Get ready for expanded and updated content, including new character options, templates, rules, monsters, examples, and artwork. Scheduled to ship in August 2024.

DYS 570\$39.95



BIG EYES, SMALL MOUTH RPG 4TH EDITION: IKARIS -EPIC FANTASY ANIME ADVENTURES

In the myriad realms of imagination, there are an infinite number of fantastic realms waiting to be explored. *BESM Ikaris* offers your group a world of epic fantasy anime adventures! Ikaris is one of seven Prime Worlds of *BESMs* official Anime Multiverse setting. This book explores the fantasy realms history and its many regions, peoples, alliances, monsters, heroes, and villains. Scheduled to ship in July 2024.

DYS 504\$39.95

ELF CREEK GAMES



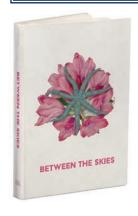
HONEY BUZZ: FALL FLAVORS EXPANSION

Sweetwater Grove is all a buzz, with honey on the lips and minds of all the woodland creatures. Thanks to the hard work of accountants like you, the Queen's honey stand is up and running. But now fall has arrived, and winter is coming! Her Majesty has given Her workers new responsibilities: harvest and sell fruit from the fall crop, decorate the hive with colorful autumn leaves, cap and store nectar for winter, and send retiring workers to be honored at the harvest festival before the sun sets on Sweetwater Grove.

CG 029......\$45.



EXALTED FUNERAL PRESS



BETWEEN THE SKIES RPG: COLLECTED EDITION HARDCOVER

Between the Skies is a cosmic fantasy game of travel and exploration across endless worlds. It is also a set of system-neutral, modular procedures, tables and methods that can help spark your imagination in any game of weird fantasy adventure. It emphasizes a fluid, fiction-first approach to role-playing based on shared judgment, without reference to a single, static set of rules. It also provides all you need to generate strange and wonderful characters to venture forth into equally strange and wonderful worlds. Scheduled to ship in September 2024.

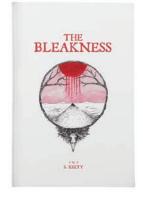
EFP 01045\$50.00



THE BIG WET RPG

The Big Wet is a postdiluvian survival RPG: sometime in the not-too-distant future, it started raining and never stopped. You play scavengers delving into the flooded ruins of the old world, hunting for dryworld artifacts to ship inland. Scheduled to ship in September 2024.

EFP Z0013 \$12.00

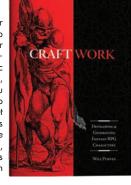


THE BLEAKNESS RPG

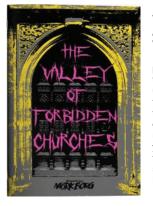
The Bleakness offers a uniquely immersive horror experience. Players assume the role of pilgrims, struggling to survive on an ancient road fraught with danger and mysteries. The Bleakness is a table top RPG system, campaign setting, and detailed adventure all bound in one text. Gritty survival mechanics and the threat of the unknown create a high-tension game like no other. There are truths hidden in the space between the alien and the familiar. Unveiled while telling and retelling stories of heroes lost in cold and unforgiving lands, alone save for vanquished terrors behind and the unknown lurking ahead. Scheduled to ship in September 2024. EFP 01048

CRAFTWORK RPG

Do you ever get tired of the same old character generation? Give CraftWork a try to quickly develop diverse and memorable player and non-player characters through flexible crafts instead of system-prescribed classes. Inside you'll find: Eight classic character paths, or crafts, such as MageCraft, ThiefCraft, Stagecraft, all of which interweave as broadly as you can imagine; Crafts, skills, and abilities laid out so they can be easily randomized using a standard set of dice; Procedures to evolve unique PCs and NPCs with intriguing skill-sets that work alongside multiple systems. Favoring description and common mechanics, CraftWork references many RPG touchstones and is playful, hackable, and adaptable. Scheduled to ship in September 2024.



EFP Z0011\$15.00



VALLEY OF FORBIDDEN CHURCHES: ADVENTURE COMPATIBLE WITH MORK BORG

The Valley of Forbidden Churches is an action-packed zine designed for use with the MORK BORG tabletop RPG. Presented as a hex crawl, a dozen (mostly) abandoned churches still contain relics and treasures, and a few of them hide entrances to the tunnels below the valley. The Demon worm Tunnels are a point-crawl where you'll generate features by rolling on (or choosing from) a table. In the tunnels, you risk running into the deadly Demon Worm, but the gold and gems might be worth it. Scheduled to ship in September 2024.

EFP Z0014\$18.00

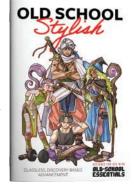
GIO

JUL 2024 **HONEY BUZZ: FALL PLAYER PIECES**

ECG 030.....\$25.00

OLD-SCHOOL ESSENTIALS: OLD SCHOOL STYLISH

Old School Stylish helps you build a campaign where players unlock new abilities through play, and optionally switch abilities in and out like Final Fantasy jobs. Inspired in equal parts by Wuxia stories, Hong Kong action cinema and Japanese RPGs, this supplement will help you put a very different spin on your old school fantasy RPG campaigns! With Old School Stylish, players don't just choose classes on character creation. Instead, the GM places styles across the game world for the players to discover. Scheduled to ship in September 2024.



EFP Z0012\$15.00

THEY FEED ON FEAR RPG

THEY FEED ON FEAR is a semi-cooperative, horrorthemed, narrative tabletop roleplaying game (RPG). The players embody Fear-Eaters; eldritch

interdimensional beings that feed on a form of human

energy called Essence. A Fear-Eaters aim is to be the first to accumulate sufficient Essence to achieve its End Goal. One person assumes the role of the Provider

(game master) and is in charge of describing the games world, its inhabitants and their responses to player actions. Unlike most RPGs, the Provider does not issue quests. Instead, players are the primary action initiators, determining their own path toward realizing their End Goal. Scheduled to ship in September 2024. EFP 01052\$40.00

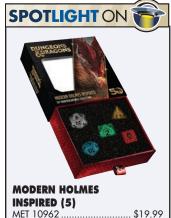
POWER HUNGRY PETS (TIN)

Power Hungry Pets, in a Tin! It's the strategy game for people who HATE strategy games! Every card has a number and a way to torment the other players. The higher the number, the more vicious the card. You only have two cards, so decide which to keep and which to use to backstab, steal from, or obliterate the other players. That's right, you only ever need to make one choice at a time - it's a breeze... until it isn't! In the end, the person left with the highest card wins! Scheduled to ship in September 2024.

EKG PHP-TIN-6......\$14.99



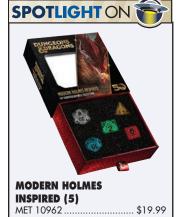
DUNGEONS & DRAGONS 50TH ANNIVERSARY DICE SET





FANROLL

Scheduled to ship in August 2024.





RETRO REPLICA AND MODERN INSPIRED (10)

MET 10963\$49.99

HALLOWEEN ADVENT DICE CALENDAR

Introducing a new advent/countdown calendar for the month of October culminating in a Halloween dice extravaganza. This huge set shaped like a coffin is perfect for display and comes with FOUR full sets of dice! Each calendar includes a mini dice set, two exclusive exclusion sets (witch hats, bats, and jack-olanterns), two assorted resin sets, a Halloweenthemed dice bag, and a metal d20 for the final day! Includes over \$90 in dice! Scheduled to ship in August 2024.

MET 1011 \$74.99

EXPLODING KITTENS

ANARCHY PANCAKES (TIN) Your favorite chaotic topping matching game - now in a tin! Prepare to laugh loud and get messy as you flip, match, and slap your way to victory! Start by dealing out the pancake cards with misfit toppings. Then match your toppings with other players' toppings to get rid of your pancakes. Everyone plays at once - no turns, just chaos! Scheduled to ship in September 2024.

EKG ANPA-TIN-6.....\$13.99



SPOTLIGHT ON



LET'S HIT EACH OTHER WITH FAKE SWORDS

Let's Hit Each Other With Fake Swords is the world's first sword-fighting card game and it's perfect for mixed age groups. You'll love racing to collect sets of 3 matching cards and performing sword fights with added stunts in your pursuit of victory. It's easy to learn, quick to play, and hilarious to watch. Bring it to your outdoor events, family game nights, or any other place where you need to settle agruments like grown-ups (grown-ups with Swords!) Scheduled to ship in September 2024.

EKG SWRD-CORE-SM-3\$24.99





FLOODGATE GAMES



LANDMARKS

Landmarks is a word game of hidden paths and clever clues. Your party is lost deep in an island jungle, relying on you to guide them to safetyand treasure! In this jungle, every word matters. Use strategic wordplay to send a chain of one-word clues. The connections between them will create a path leading to fortune and glory FGG LM\$24.95



<u>BOARD GAME INSERTS</u>

These designs provides both efficient storage and improved game play. The trays can be utilised during the game, and they greatly aid set-up and clear-away times. The rules act as a lid on top of the trays. Scheduled to ship in August 2024.



7 WONDERS DUEL FLS 7WDUEL-V2\$12.00



ABOVE AND BELOW FLS AAB\$19.00



AGRICOLA FLS AGR.....\$19.00



ARCHITECTS OF THE WEST KINGDOM FLS ARC\$19.00



ARK NOVA FLS ARNO.....\$27.00



BARRAGE FLS BARR.....\$27.00



BEYOND THE SUN FLS BSUN\$19.00



BRASS: BIRMINGHAM & BRASS: LANCASHIRE FLS BRASS.....\$19.00



CALL TO ADVENTURE FLS CTA.....\$30.00



CASCADIA FLS CSCDA.....\$22.00



CASTLES OF BURGUNDY FLS COB-V2\$19.00



CHAMPIONS OF MIDGARD FLS MID.....\$27.00



CIVILIZATION - A NEW DAWN\$27.00 FLS CIVND



DUNE\$19.00 FLS DUNF



EARTH FLS EARTH.....\$30.00



ELDRITCH HORROR FLS ELD\$19.00



FALLOUT: WASTELAND WARFARE FLS FWW\$27.00



FIELDS OF ARLE FLS ARLE\$27.00



FLASH POINT - FIRE RESCUE FLS FPO......\$19.00



FROSTHAVEN MAP TILE ARCHIVE FLS FHMAP.....\$28.00



GLOOMHAVEN FLS GLO.....\$48.00

players



GLOOMHAVEN -JAWS OF THE LION

FLS GLOJAW......\$19.00



GLOOMHAVEN - JAWS OF THE LION COLOUR INSERT

FLS GLOJAW-V2.....\$30.00



GUILD ACADEMIES OF VALERIA

FLS GAVAL\$22.00



IERUSALEM - ANNO DOMINI

FLS IRSLM.....\$30.00



IMPERIAL STEAM

ELS IMST.....\$27.00



THE ISLE OF CATS

FLS ICAT.....\$27.00



ISTANBUL

FLS IST-V2\$27.00



KINGDOM DEATH MONSTER

FLS KDM\$57.00



LACRIMOSA

FLS LACRI.....\$22.00



LE HAVRE

LEH\$27.00



LOST RUINS OF ARNAK AND EXPANSIONS

S LRA-V2.....\$30.00



MAGE KNIGHT

FLS MAK\$38.50



MARVEL CHAMPIONS -THE CARD GAME

FLS MARCH.....\$19.00







MARVEL CHAMPIONS -THE RISE OF RED SKULL

FLS MARCH-EXP\$12.00



MIDDARA: UNINTENTIONAL MALUM ACT 1

FLS MDDR1\$57.00



NEAR AND FAR

FLS NFA\$19.00



NEMESIS

FLS NMS\$48.00



NEMESIS EXPANSIONS

FLS NMS-EXP..... ...\$27.00



ORLEANS

FLS ORL-V2\$19.00



PANDEMIC

FLS PND.....\$12.00



PULSAR 2849

FLS PUL\$19.00



QUACKS OF QUEDLINBURG FLS QUA-V2.....\$19.00



RAIDERS OF SCYTHIA

FLS RDSCY\$19.00



REVIVE

FLS REVIVE.\$22.00



ROOT

FLS ROOT......\$19.00



SHADOW KINGDOMS OF VALERIA FLS SKVAL\$22.00



SPIRIT ISLAND

FLS ISLA-V2.....\$19.00



STAR WARS - OUTER RIM

FLS SWORIM.....\$27.00



TAPESTRY - VERSION 2

\$43.00 FLS TAPE-V2



TINY TOWNS

FLS TINYT\$19.00



TZOLKIN

FLS TZO\$19.00



VITICULTURE ESSENTIAL EDITION

FLS VIT\$19.00



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FLS VOID.....\$43.00



WAR OF THE RING 2ND ED

FLS WOTR.....\$38.50



WINGSPAN

FLS WING-V2.....\$19.00



WYRMSPAN

FLS WYRM\$22.00



XIA - LEGENDS OF A DRIFT SYSTEM

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FRANK TIANO ENTERPRISES



15-MINUTE Z-POXY



30-MINUTE Z-POXY



5-MINUTE Z-POXY SYRINGE



AEROSOL ZIP KICKER



CANOPY GLUE

Scheduled to ship in July 2024. FTE PT-56\$4.39



FLEXI-TIPS

Scheduled to ship in July 2024. FTE PT-21\$5.29



FOAM SAFE KICKER

Scheduled to ship in July 2024. FTE PT-28\$7.79



KICKER AEROSOL CAN (5 OZ.)

Scheduled to ship in June 2024. FTE PT-50\$9.99



PLASTI-ZAP BRUSH-ON

Scheduled to ship in July 2024. FTE PT-102\$4.49



POLY-ZAP

Scheduled to ship in July 2024. FTE PT-22\$6.59



SLOW ZAP (YELLOW LABEL)



Z - ENDS

Scheduled to ship in July 2024. FTE PT-18\$4.59



Z-POXY FINISHING RESIN

Scheduled to ship in July 2024. FTE PT-40\$24.99



ZAP CA (PINK LABEL)



ZAP CA (PINK LABEL)



ZAP GOO

Scheduled to ship in July 2024. FTE PT-12\$4.29



ZAP A GAP CA+ (GREEN LABEL)

Scheduled to ship in July 2024. FTE PT-05\$28.99



ZAP A GAP CA+ BRUSH-ON (GREEN LABEL)

Scheduled to ship in July 2024. FTE PT-100\$4.49



ZAP-O XTRA -NO ACCELERATOR NEEDED



GIM

JUL 2024







TENFOLD DUNGEON MINES OF KHAZAD



Take your adventure below the realms of mortal men with the Mines of Khazad Tenfold Dungeon set, a labyrinthine network where the echoes of pickaxes and the rumble of mining carts reverberate through stone.

Gaze in wonder at the great hall, navigate the lava tunnel, plunder the cave of riches and more with 12 durable, double sided locations, featuring 1" x 1" grids discreetly layered into the environment.

AUGUST

TFD017

\$65

TENFOLD DUNGEON WIZARD'S SANCTUM



Enter a place of mystique and arcane power with the Wizard's Sanctum Tenfold Dungeon set, a haven where practitioners of magic delve into the depths of knowledge.

Explore the library, where magical bookshelves line the walls, the potions room, filled with bubbling cauldrons, the portal room, offering transportation to mysterious lands, and more with 12 durable, double sided locations, featuring 1" x 1" grids discreetly layered into the environment

\$65

TFD018

AUGUST

TENFOLD DUNGEON RAVENHOLD CASTLE



Investigate haunting tales passed down through generations with the Ravenhold Castle Tenfold Dungeon set, a brooding monument to the past shrouded in mystery and steeped in centuries of history.

Make your way through the grand entrance, spend the night in the guest bedroom, sneak through the graveyard and more with 12 durable, double sided locations, featuring 1" x 1" grids discreetly layered into the environment.

AUGUST

TFD019

\$65

TENFOLD DUNGEON THE UNDERDARK



Head to a location hidden within the depths of your realm with The Underdark Tenfold Dungeon set, a place shrouded in mystery and intrigue where shadows hold sway over the souls that dare to venture within.

Survive the cavernous drop, navigate the bridge of roots, cross the cavern lake and more with 12 durable, double sided locations, featuring 1" x 1" grids discreetly layered into the environment.

\$65

TFD020

AUGUST

GIM

JUI 202

CLASH OF STEEL: OPERATION UNTHINKABLE

IT'S 1948 AND THE WAR HAS STARTED AGAIN. HOW WILL YOU RE-WRITE HISTORY?

AMERICAN v.s. SOVIET





Includes 21 Miniatures

GERMAN v.s. BRITISH





Includes 17 Miniatures

\$75

CS01 & CS02

AVAILABLE NOW

NEW

BRITISH REINFORCEMENTS



TAR!



Challenger Armoured	Troop (x3)
CSB05	\$30
Cromwell Recce Troop	p (x3)
CSB06	\$30
Archer Anti-Tank Troo	p (x4)
CSB07	\$40

OCIVIII VO DOLI	
Tortoise Assault Troop (x3)	
CSB01\$	30
Centurion Armoured Troop (x3)	
CSB02\$	30



GERMAN REINFORCEMENTS

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CSG03\$30	
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CSG04\$30	
Jagdtiger Tank-hunters (x2)	
CSG05\$20	ap
COMING JULY	
Maus Heavy Platoon (x2)	
CSG01\$20	C
Panther Platoon (x5)	
CSG02\$50	







JULY

COMING

SOON

GIM

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU

GAME AND A CURRY GAMES



DEIMOS ACADEMY RPG

Deimos Academy is a GM-less horror tabletop roleplaying game in a coloring book about adults returning to face the cursed boarding school that terrified them as children. Players are the adults who must attend a reunion at the school. With no clear recollection or memory of what their childhood was like at school, they slowly unlock what has clearly been repressed. As they uncover more and more of their old memories, they discover that a monster lurks beneath.

GAC C1011.....\$34.99

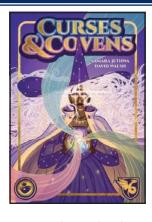
GAMELYN GAMES



TINY EPIC GALAXIES: PLAYER DICE

GLG TEGA03\$15.0

GOOD GAMES PUBLISHING



CURSES & COVENS

Curses Covens is an all verses one card game where three or more friendly towns face off against the witch hunter. One player plays as the witch hunter and wins by capturing witches. The player playing the witch hunter will be trying to keep track of where the cards are and pushing their luck to try and collect them. The other players play as the towns and are on the side of the witches. They are playing a game of bluffing and silent cooperation as they try to outsmart the witch hunter. The game plays through four main phases. The census, the arrival, the journey, and the hunt. Scheduled to ship in September 2024.

GOODMAN GAMES

DUNGEON CRAWL CLASSICS RPG: #107 - FORGOTTEN DANGERS

DCC #107 Forgotten Dangers is a 56-page compilation of adventures the previously appeared in earlier printings of the DCC RPG Core Rulebook and in the DCC RPG Quick-Start Rules, making them hard to find these days. This book contains six adventures, intended for characters of level 1 to 3, all in one handy collection perfect for experienced judges and newcomers alike.

GMG 5117\$14.99



SPOTLIGHT ON





DUNGEON DENIZENS: LIMITED EDITION REPTILE SKIN FOIL COVER

Limited Edition version of the same great book, with a faux reptile skin cover, and featuring bonus monsters not in the standard release!

5E GMG 50105FL	\$79.99
DCC GMG 5310FL	\$79.99

HABA USA



WATER DRAGONS

A dice race across the sea! The gigantic water dragons emerge from the depths of the ocean and swim to Dragon Bay to lay their golden eggs. Using clever tactics and some luck with the die, you can help your water dragon reach its destination as quickly as possible. But watch out for dangerous sharks! The player whose water dragon reaches Dragon Bay first wins. Scheduled to ship in August 2024.

HAB 1307133002 \$24.99\$

HAPPY CAMPER



TRIO

Gim

HASBRO



ATOMIX

Twist, match, and solve! It's the addictive Atomix game, a fast-paced 3D puzzle with a unique sphere design! Twist and turn sections of the sphere to move the colorful beads along one of 3 different paths. To win, match all the same-colored beads together in their own concentric circle - 4 circles in all! This strategy game for kids is easy to learn and intuitive to play, but for more info, parents can scan the included QR code.

WOC G01260000\$9.99



CLUE ESCAPE: SABOTAGE ON THE HIGH SEAS

You've accepted an invitation to an allexpenses-paid vacation aboard the Lady Marigold II luxury yacht, a sought-after casino owned by Captain Melville. One night, a storm rolls in and the captain is spotted face down in the sea! As the boat takes on water, you and your fellow players are put to the test: Work together to escape the yacht and determine who pushed the captain overboard, where it happened, and why.

WOC F61100000\$16.99



CLUE ESCAPE: THE ILLUSIONISTS CLUB

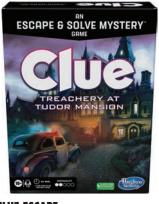
When a famous magician goes missing, the heat is on to find her! Adelaide Sable is performing her Mirror Walk illusion, when the theater fills with smoke and a scream rings out. Sable has vanished! Now players must escape the magic club and solve the mystery in the Clue Escape: The Illusionist's Club game!

WOC F88170000\$16.99



CLUE CONSPIRACY

The Clue Conspiracy game is the secret role game of shifting suspicions! As a guest at the luxe Black Adder Resort, you discover that someone (maybe even you!) wants to murder its manager, Mr. Coral. A series of deadly traps have been planted all over the resort—and someone is armed! Now you must solve the ultimate mystery: who can you trust? In this game of deception and deduction, players play as Clue characters and take on secret roles on opposing teams. The Friends work to save Mr. Coral and uncover the Who, Where, and What of the Conspiracy's secret Plot. WOC F64180000\$24.99



CLUE ESCAPE

You're a guest at Mr. Boddy's mansion when suddenly you hear a shriek, the lights go out and you find Mr. Boddy dead! You and your fellow players are then put to the ultimate test: Work together to escape the mansion, as well as determine who killed Mr. Boddy, where they did it, and with what weapon. The Clue Treachery at Tudor Mansion Escape & Solve Mystery board game offers classic Clue characters and story in a compelling escape room experience that lets players start playing straight away with limited setup. WOC F56990791\$16.99



MONOPOLY: DEAL REFRESH

Swap, steal, and scheme with the Monopoly Deal card game! Be the first player to collect 3 complete Property card sets, each in a different color, to win. This deck includes 110 cards: Property cards, Wild Property cards, Action cards, and Money cards. Wild Property cards help players build Property sets. Action cards mix up the game by letting players collect rent, steal and swap properties, and more. WÓC G03510000



CLUE ESCAPE: ROBBERY AT THE MUSEUM

Mr. Boddy has hired you to take part in a heist! The mission? Steal 6 priceless exhibits from the museum, then get out and get paid. But someone in your crew is a traitor! You and your fellow players are put to the test: Work together to escape the museum before the guards come, and figure out who betrayed everybody, what they stole, and where they hid it. The Clue Robbery at the Museum Escape & Solve Mystery board game offers classic Clue characters and a reimagined mystery to solve in an escape room game.

WOC F61090000 \$16.99



MONOPOLY: FORTNITE FLIP EDITION

Flip. Outsmart. Survive. In this Monopoly Flip Edition: Fortnite game, it's not about what a player owns - it's about how long they can survive! But watch out! This is the Flip Edition of the Monopoly Fortnite game, which means players can flip island tiles on the gameboard to reveal hazards and bring more chaos and excitement to their battle royale than ever before! As players make their way around the board, they'll claim familiar Fortnite locations and battle opponents.

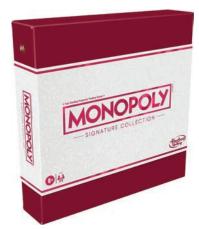
WOC F77740000\$24.99







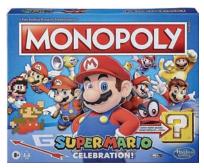




MONOPOLY: SIGNATURE COLLECTION 2

Chase your fortune with this ready-to-display Monopoly Signature Collection board game! Arrange cash and title deeds in the traditional Bank Tray. Roll the antiqued wooden dice to purchase properties, and raise rent with wooden Houses and Hotels. Players can move around the board with one of 6 luxe Monopoly tokens. But don't get too comfortable - Chance and Community Chest cards may lead players down the path to bankruptcy! Accumulate wealth, test friendships, and create lifelong memories for generations to come.

WOC F87060000\$55.99



MONOPOLY: SUPER MARIO CELEBRATION

Players can buy, sell, trade, and scheme to win it all with this *Monopoly* board game inspired by iconic *Super Mario* artwork, characters, and themes

WOC E95170000\$33.99



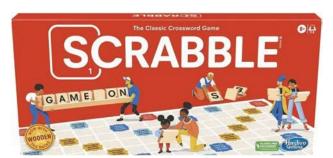
PIGGY PIGGY (DISPLAY 6)



RISK STRIKE

Fast and fierce world domination! Get off the board and right into the action with this *Risk Strike* cards and dice game, a fresh twist on the *Risk* board game! Gameplay is simple, but highly strategic. Declare which continent you want to attack, deploys your troops, and roll the dice to start battling. Use tactics cards to sabotage, bombard, spy, and more in pursuit of world conquest. Defeat your opponents in battle to conquer continents and earn domination coins.

WOC F6650UU00......\$21.99



SCRABBLE CLASSIC REFRESH

Bring back memories – and create new ones – with the *Scrabble* game! For over 70 years the *Scrabble* board has been a place for friends and family to gather, play, learn, and reconnect. With the wooden titles, wooden tile racks, and a textured game board players can feel the thrill of playing a classic.

WOC F42040000\$21.99



TABOO

It's the game of unspeakable fun! In the *Taboo* game, get your team to say the Guess word without saying any of the Taboo words! Who can get teammates to say "Fame" without being able to say Celebrity, Superstar, Musical, Known, or Fortune? This classic Taboo board game features 212 cards with 848 relatable guess words from pop culture, trends, and more. Players try to give creative and carefully worded clues to help team members guess words fast as they race against the timer. Just don't mention unmentionables, or it's time for the squeaker and you lose that point.



TABOO UNCENSORED

The game of unspeakable fun got a lot more... unspeakable. It's the adults-only version of the *Taboo* game! In the *Taboo Uncensored* game, get your team to say the Guess word without saying any of the forbidden words. (Most too forbidden to even appear on this screen.) Can you get teammates to say "Eggplant" without being able to say "Purple," "Vegetable," "Parmesan," "Emoji," or "Shape"? This fun party game features 240 cards with 480 Guess words from pop culture, trends, and bathroom stall walls probably. Players try to give carefully worded clues to help team members guess words fast as they race against the timer. Just don't mention unmentionables, or it's time for the squeaker and you lose that point.

WOC F98100000\$19.99

SPOTLIGHT ON T



DEEP MAGIC 1 (POCKET EDITION) (5E)

This tome is not just for wizards, warlocks, and sorcerers. Deep Magic: Vol. 1 Pocket Edition also expands the horizons of whats possible for bards, clerics, druids, and even rangers and paladins. It offers something new for every spellcasting class. Plus it includes the brand new theurge class! Everything from Deep Magic Vol. 1 in a portable paperback edition
KOB 9931\$29.99

SPOTLIGHT OI



DEEP MAGIC 2 (POCKET EDITION) (5E)

Like Volume 1, Deep Magic Volume 2 Pocket Edition is not just for wizards, warlocks, and sorcerers or even just players! This volume expands options for almost every spellcasting class, including the new witch base class, and includes plenty of guidance throughout for Game Masters looking to use magic and spells as character rewards, as storytelling devices, and as villainous tools! Everything from Deep Magic Volume 2 in a portable paperback edition.

.....\$29.99



TOME OF BEASTS 1: PAWNS (5E)

300 pawns for your 5th Edition game featuring fearsome new monsters from the Tome of Beasts 1 (2023 Edition), from tiny to huge. KOB 9924.....\$34.99







MAP TILES: CAVES & CAVERNS

KOB 9900.....\$24.99





IRONGUARD MINIATURE DISPLAY CASES

Ironguard Supplies is proud to introduce a line of miniature display cases, so you can put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.5 inches square, this pack of two display cases will protect a pair of paladins from getting damaged, misplaced, or worse!

MINIATURE DISPLAYS COUNTER DISPLAY (12 PACKS OF 2) DIA STL260988





IRONGUARD MAGNA-ARMOR MAGNETIC CARD HOLDERS

MAGNA-ARMOR

CARDHOLDER

Magnets are the future, and the future is now! Embrace the wonder of magnets and protect the jewels of your card collection with these high-quality single-touch cardholders! Designed for 2.5" by 3.5" cards, these card holders feature UV protection and simple magnetic closures. Available in 35pt to 130py thicknesses. And make your cards stand out with our new Yellow and Black-bordered 35pt cardholders, for those cards that are already standouts in your collection. Available in a counter display.

35PT MAGNA-ARMÓR HOLDERS (DISPLAY OF 25) DIA STL215480PI
55PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL215481PI
75PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258372PI
100PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258374PI
130PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258375PI
YELLOW 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258750PI
BLACK 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258371 PI



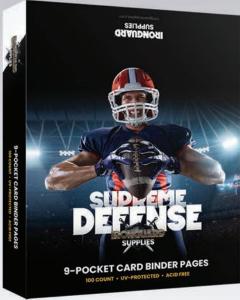


IRONGUARD MAGNA-ARMOR MAGNETIC CARD PACK HOLDERS

You have magnetic cardholders for your cards, but what about those sealed packs of cards you just can't bring yourself to open? Store a 10-card or 15-card-pack in safety and comfort with these magnetic-closure Magna-Armor cases, made of high-quality acrylic. You may not want to open a pack of cards again! Available in a counter display of 20.

10-CARD-PACK MAGNA-ARMOR HOLDERS DIA STL258367	PI
15-CARD-PACK MAGNA-ARMOR HOLDERS DIA STL258370	PI





IRONGUARD 9-POCKET PAGES

You're gonna need a bigger binder! For the ultimate collector, or the well-prepared retailer, it's a box of 100 or 250 9-pocket pages, sized for standard collector cards. Need a quick refill? Top off your card binder with a package of 25 9-pocket pages, with clear or black backs. Fill your binder to overflowing with pages to put your whole card collection on display! 25-counts are packaged in a hanging bag; 100- and 250-counts are packaged in a full-color counter display, because we roll like that.

25-COUNT PACK DIA STL230307	DI
25-COUNT PACK DIA 51L23030/	PI
25-COUNT BLACK PACK DIA STL230313	PI
100-COUNT DISPLAY DIA STL230304	Pl
250-COUNT DISPLAY DIA STL230315	PI



IRONGUARD 9-POCKET DELUXE PORTFOLIO

No binder? No problem. Put your most collectible of cards in this "cardfolio," a bound set of 20 non-removable 9-pocket pages. Designed for standard collector cards, it is sleek and portable, and is sure to class up any card collection. Feel like a high-powered executive, but instead of a killer presentation, you have a killer deck on tap!

BLACK
DIA STL230316P
BLUE
DIA STL230319P

GIM

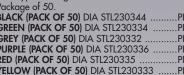




IRONGUARD CARD SLEEVES

Want to protect your card and do it in style? These matte card sleeves feature various colors of opaque backs, so you can easily sort different card types. Designed for standard-sized cards. Package of 50.

dekage of 50.	
BLACK (PACK OF 50) DIA STL230344	PI
GREEN (PACK OF 50) DIA STL230334	PI
GREY (PACK OF 50) DIA STL230332	PI
PURPLE (PACK OF 50) DIA STL230336	PI
RED (PACK OF 50) DIA STL230335	PI
VEILOW IDACK OF 501 DIA STISSOSSS	DI





IRONGUARD BOARD GAME SELEEVES

CARD SLEEVE

Got a board game you're looking to protect? Whether you're playing it, selling it or saving it for future generations, those board game cards need to be protected from dings and creases. Choose from standard American, mini American, standard European and mini European – we even protect Tarot cards! Who could have predicted that? Acid free and PVC free.

STANDARD (PACK OF 100) DIA STL230327	PI
MINI (PACK OF 100) DIA STL230328	PI
EU SIZE (PACK OF 100) DIA STL230329	PI
EU MINI SIZE (PACK OF 100) DIA STL230330	. PI
TAROT (PACK OF 100) DIA STL230331	

100

IRONGUARD PENNY SLEEVES

A penny for your thoughts? Because we think your cards need to be protected at all times. Our penny sleeves do the job, and are an incredibly affordable way to maintain the value of your collection. Choose from standard, graded or 130pt card size.

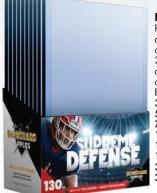
STANDARD (PACK OF 100)	
DIA STL230325	PI
GRADED (PACK OF 100)	
DIA STL230326	PI
130PT (PACK OF 100)	
DIA STL258392	PI



IRONGUARD SEMI-RIGID CARD SLEEVES

Not every card can get graded, but every card can be protected! Whether your hobby is sports cards, entertainment cards or CCGs, protect your favorite cards with these semi-rigid card holders! Designed for 2.5" by 3.5" cards, these card holders are made of clear vinyl, and feature a 1/2 inch lip. Perfect for long-term storage! 200 card hold-

RETAIL PACK (200 SLEEVES) DIA STL215479



IRONGUARD TOP LOADERS

Protect your cardboard gold with these collector-quality toploaders, perfect for trading, storage, and sending cards in to be graded. Designed for 2.5" by 3.5" cards, these card holders are made of rigid PVC, and measure 3" by 4". Available in a range of thicknesses. Also available: Yellow and Black borders!

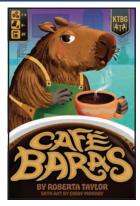
35PT (PACK OF 25) DIA STL215472	Pl
55PT (PACK OF 25) DIA STL215477	Pl
75PT (PACK OF 25) DIA STL215478	Pl
100PT (PACK OF 25) DIA STL258374	Pl
130PT (PACK OF 10) DIA STL258388	Pl
180PT (PACK OF 10) DIA STL258391	Pl
35PT BLACK (PACK OF 25) DIA STL215473	Pl
35PT YELLOW (PACK OF 25) DIA STL215474.	Pl
l '	

SO AVAILABLE:

IRONGUARD EASY SLIDE PENNY SLEEVES SMALL LIP (PACK OF 100) DIA STL230351	. PI
IRONGUARD EASY SLIDE PENNY SLEEVES LARGE LIP (PACK OF 100) DIA STL230353	. PI
IRONGUARD TEAM SET BAGS (PACK OF 100) DIA STL230418	. PI
IRONGUARD LABELED TOP LOADERS 35 PT "NUMBERED" (PACK OF 25) DIA STL215476	. PI
IRONGUARD LABELED TOP LOADERS 35 PT "ROOKIE" (PACK OF 25) DIA STL215475	. PI
IRONGUARD COMIC BOOK TOPLOADERS CURRENT SIZE (PACK OF 5) DIA STL258377	. PI
IRONGUARD COMIC BOOK TOPLOADERS SILVER AGE SIZE (PACK OF 5) DIA STL258379	. PI
IRONGUARD COMIC BOOK TOPLOADERS GOLDEN AGE SIZE (PACK OF 5) DIA STL258380	. PI
IRONGUARD COMIC BOOK TOPLOADERS MAGAZINE SIZE (PACK OF 5) DIA STL258382	. PI

IRONGUARD 8" X 10" PHOTO TOPLOADERS (PACK OF 5) DIA STL258383.....





CAFE BARAS

Everyone in town is looking for a cozy little cafe where they can relax with a good book, something to nibble on, and, of course, some delicious caffeinated beverages. As a capybara with a love for coffee, it's always been a dream of yours to open your own shop. Now is the perfect time! But you're not the only one opening your doors in hopes of enticing customers. Rival coffee shops are popping up all over town and it's up to you to ensure that you have the right food, drinks, and decor to turn your drop-ins into regulars. Put together a delicious menu and decorate your shop to capture the perfect aesthetic. Scheduled to ship in August 2024.

KTG 368763\$20.00



MAKI MASTER

As a master sushi chef, you've studied your craft for years. It took diligent training to perfect specialty maki like your All-Day Breakfast, Octopus's Garden, and Squid Salad Sandwich, but now you face your toughest challenge yet: Friday night dinner rush! In Maki Master, you compete with your fellow chefs to complete the most valuable orders. You can concentrate on short and simple orders to get bonuses quickly or take your time to make complicated masterpieces for big rewards! Each turn, add a new ingredient to the shrinking kitchen space and try to arrange them for the orders you're working on. Complete a scrumptious recipe for points or take an action card like Chop!, Stack!, or Switch! Scheduled to ship in September 2024.

KTG 368718\$39.00

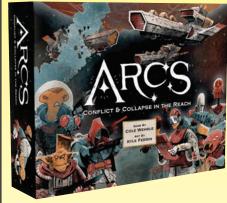
MYCELIA

Mycelia is a dynamic game of tactics in a competition for space and resources to create your own mushroom kingdom. The game follows the life cycle of fungi, a journey of creation, expansion, death, and rebirth in game terms, growing mushrooms to score points, sporing them to expand your mycelial network, and eventually seeing them decay to unlock special actions. On a turn, a player has two actions to perform from the six options available. Using your decay actions, stealing spores, and blocking other mushrooms are just some of the ways to get ahead in the game. Scheduled to ship in August 2024.

KTĞ 368749\$55.00

LEDER GAMES





strategy game for 24 players, set in a dark yet silly universe. Ready yourself for dramatic twists and turns as you launch into this galactic struggle. Seize the initiative. Take actions with multi-use cards. Copy the leader, pivot to new tactics, or take the initiative for the next round. Timing is

Arcs is a sharp sci-fi

everything. Declare ambitions. In each game, you define the objectives that everyone competes over to win. Crush your foes. Amass your navy for battle, plan your strategy with three kinds of dice, then roll them all at once to resolve the battle in a flash. Scheduled to ship in October 2024. LED 06000\$60.00



ARCS: LEADERS & LORE PACK

Explore unique, tricky strategies in the base game with new Leaders, and add wild twists to both base and campaign games with new Lore. Includes... 8 Leader Cards, 14 Lore Cards. Scheduled to ship in October 2024.

LED 06003\$15.00



ARCS: THE BLIGHTED REACH **CAMPAIGN EXPANSION**

The Blighted Reach adds an innovative campaign to Arcs. Over a three-game trilogy, players will guide their factions through an epic science-fiction saga where every choice matters. A Galaxy of Possibilities. Explore 24 Fates, each with a unique set of cards and pieces. Will you lead the guilds to take control as the Advocate or try to build a new commonwealth as the Founder? Emergent Asymmetry. Develop your own identity over the course of the trilogy. A failed Imperial Steward might be tempted to become the fearsome Planet Breaker. Scheduled to ship in October 2024.

LED 06001\$100.00

LOKE BATTLE MATS



DUNGEON GIFT WRAP

A premium pack of folded gift wrapping paper, featuring a beautiful dungeon design. Give the gift of adventure with this dungeon themed gift wrap. The gift wrap itself is a playable battle map, featuring 1 grid, and not only looks amazing but useful as well! Includes 6 gift tags, each has a QR code leading to a digital copy of the dungeon map to print at home or use online. Scheduled to ship in September 2024.

LBM 052\$12.99



RPG GREETING CARDS (12 PACK)

A pack of 12 beautifully illustrated greeting cards themed for RPG enthusiasts. Featuring 2 designs perfect for table top gaming fans, these premium cards are printed on top quality 350 gsm paper. At 5.5x5.5 inches, these beautiful cards are perfect for birthdays, anniversaries, Christmas and many other important occasions. Scheduled to ship in September 2024.

LBM 053\$11.99

LONE COLOSSUS



INJURIES & VILE DEEDS: PC **INJURY REFERENCE CARDS (5E)**

The PC Injury Quick Reference Deck contains a set of 90 mini-sized cards with 5 copies of each Injury that PCs can sustain, along with the Injury severity, Medicine DC, and number of rests required for recovery. The cards are also reversible, with the Lasting Effect gained after removal of the Injury shown on the other side.

GMG LCL01002\$14.99



INJURIES AND VILE DEEDS (5E)

Injuries & Vile Deeds restores excitement to 5e combat, providing rules for cinematic, tactical encounters. PC Injuries create narrative tension, keeping the party on its toes as they weigh the risks of pressing on or allowing their enemies to get a step ahead. Meanwhile, players can now add mechanical effects to descriptive combat, inflicting Injuries on their enemies and causing negative status effects with every action.

GMG LCL01001 \$49.99

INJURIES AND VILE DEEDS: SPELL CARDS (5E)

A high-quality tarot-sized deck of spell reference cards for the 45 spells found in *Injuries & Vile Deeds*. Because the spells rely on mechanics introduced in the book, this product is best purchased alongside the book.





LOONEY LABS

Who's that clip-clopping steadily behind our gallant monarch? Why it's Patsy, his beloved... steed? (Pretty sure he's using coconuts!) He'll lead you to adventures, and carry your stuff while you're at it. Beware the Bridge of Doom, however! It's punishments are as dire as they are capricious. Seven new cards to add to the wacky hilarity that is Monty

LÓO 135\$5.00

MONTY PYTHON FLUXX: PATSY PACK



NIGHTFELL RPG: CHILDREN OF THE MOON DELUXE EDITION





NIGHTFELL RPG: Q-WORKSHOP DICE SET

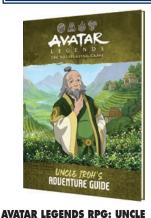
Scheduled to ship in July 2024.

MPS 10032 \$29.90



MAGPIE GAMES

Python Fluxx



IROH'S ADVENTURE GUIDE

Uncle Iroh's Adventure Guide expands the

play material found in Avatar Legends:

The Roleplaying Game with special GM tools to add multi-ge nerational stories to

your campaign, new NPC Legends, new

playable character archetypes, and a

brand new setting for stories of adventure

and heroism - Jasmine Island! Scheduled

MPG V07\$39.99

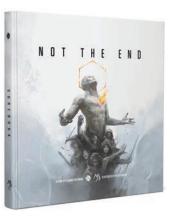
to ship in September 2024.

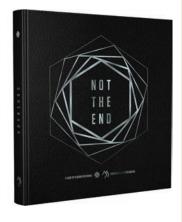


RAPSCALLION

Rapscallion is a tabletop roleplaying game in which you play a rambunctious crew of pirates, testing their luck against the unpredictable winds of Fate on the Great Sea - a unique setting featuring terrifying leviathans, living books, and magic aplenty. Scheduled to ship in September 2024.

MPG 047\$39.99





NOT THE END RPG

Not the End is a tabletop RPG that tells the adventures of Heroes willing to risk everything for what they hold dear, with an original game system called HexSys. In Not the End, each Hero is described by keywords placed in a hive of hexagons, each representing one of their distinctive traits. How the hexagons relate to each other within the hive creates bonds that make each Hero unique. Not the End uses HexSys, a system created specifically for this game, which, instead of using dice to resolve conflicts and dangerous situations, uses tokens of different colors, to represent successes and complications. Scheduled to ship in July 2024.

CÓREBOOK

MP5	10033	\$44.90
COR	EBOOK - DELUXE EDITION	
MPS	10037	\$99 90

MANA PROJECT STUDIO



NIGHTFELL RPG: CHILDREN OF THE MOON

NOT THE END RPG: LESSON CARD DECK

The Not The End Lesson Cards, a deck of 55 cards that will let the players manage the Lessons their Heroes will learn easier to manage and to use, as each Lesson is a small feat that will give the character new ways to influence the Story and the play. Not the End is a roleplaying game that tells the adventures of Heroes willing to risk everything for what they hold dear, with an original game system called HexSys. Scheduled to ship in July 2024.

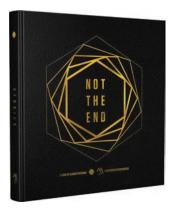


GIM

2024







CHARCOAL GREY

MDG 9019...... \$149.00



HEATHER GREY MDG 9017...... \$149.00



MGD 9020...... \$149.00

NOT THE END RPG

Stories is the first official compendium for Not the End. Inside you will find fifteen scenarios written by authors who have enriched the game with their imagination and style, that will let you play right away without the hassle to create a whole new world first. Stories is a collection of independent content which you can use as inspiration for your stories or as the basis for your settings. Scheduled to ship in July 2024.

STORIES

MPS 10034.

STORIES - DELUXE EDITION



The Not The End set of custom tokens features 20 tokens, 10 orange and 10 purple ones. We worked on these tokens to make them as inclusive as possible by choosing two colors that everyone could tell apart, regardless of any colorblindness they might have. Scheduled to ship in July 2024. MPS 10035\$14.90



MARIPOSA GAMES



TRAILBLAZER: THE ARIZONA TRAIL

Travel the spectacular 800 mile long Arizona Trail as you take in the sights and sounds of the mountains, canyons, plateaus and deserts seeking out the amazing variety of wildlife such as the Roadrunner and Javelina, while avoiding the Gila Monster. From Saguaro National Park, the Sonoran desert, through the largest Ponderosa pine forest on Earth and into the Grand Canyon, you will interact with the incredible diversity of Terrain, Flora and Fauna found in State 48... aka Arizona. Scheduled to ship in October 2024.

.....\$59.99 MRG TB002.....

MAYDAY GAMES

ULTIMATE GAME NIGHT BAGS

Scheduled to ship in August 2024.







MDG 9018.....\$149.00

MIND'S VISION



HURADRIM

Huradrim is a party game where 2 to 10 players are brewmasters looking to gather the right set of ingredients to brew the best beer for the king of dwarves! The gameplay is a mix of collecting components and discarding the right cards for fast rounds of less than two minutes! DRINKING SOBER (FAMILY) MODES: If you play as a drinking game, the player who first manages to assemble the right set of ingredients must show their hand and shout, Huradrim! The other players will then drink a glass of the drink selected by the party for the session. Scheduled to ship in August 2024. MVC G0002\$14.95





THE LEGACY OF CTHULHU RPG

The Legacy of Cthulhu is a Role-Playing Game that lets players act as one of the few Survivors of the apocalypse brought to Earth by the Great Old Ones and their minions. The games main goal is survival, hiding in Shelters and waiting for the best windows of opportunity to go on supply runs. Food, medicine, weapons, and gear are the essential tools to resist the dooming future ahead, filled with regular folk possessed by pure desperation and madness, scheming cultists, shadowy priests, and the most dangerous Enemies of all: the perverse spawns of Cthulhu and other Great Old Ones, powerful enough to shatter someones mind just with their presence. Scheduled to ship in August 2024.

HARDCOVER	

MVB 0001	\$49.95
COLLECTOR'S EDITION	
MVB 0001C	\$99.95



THE LEGACY OF CTHULHU RPG: GAME SCREEN

A 3-panel GM screen with the most used tables for quick access. Scheduled to ship in August 2024.

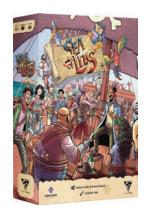
MVB 4001......\$14.95



POTATO MAN -RETAIL DELUXE EDITION

Potato Man is a trick-taking game for 2 to 5 players who compete for points over multiple rounds. Each trick is unique, and you cant repeat suits of cards. Use your cards wisely to win the most valuable tricks and leverage the power of the mighty hero Potato Man to defeat the evil Lord Fry. Save the city! The city of Pommesville is threatened by Lord Fry and his army of mutant potatoes. Since fast food restaurant chains spread his kind of potato around the world, he believes they should rule over all other potatoes! Potato Man and his loyal sidekick, Cheese Boy, come to save the day and stop Lord Frys evil plans. Scheduled to ship in August 2024.

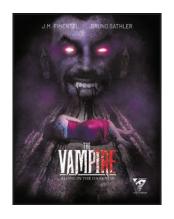
MVC G0003\$23.95



SEA OF LIES

Welcome to the world of Sea of Lies, where the truth sinks, and the lies float! In this successful crowdfunding project from Brazilian authors Vinicius Szabo and Bruno Zinneck, players must pick their pirate and get the crews support to become the ship's new captain! With a colorful cast of 12 unique characters and a lot of replayability, the game is easy to learn and quick to set up. It has no player eliminations, another factor that makes it a crowd-pleaser. Since thieves have no honor, tall tales will be told to gather the necessary votes from the crew, and it is up to others to smell if something is fishy. Scheduled to ship in August 2024.

MVC G0004\$34.95

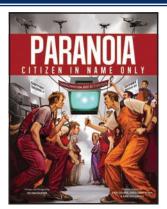


THE VAMPIRE - ALONE IN THE DARKNESS RPG

The Vampire Alone in the Darkness is a Role-Playing Game that lets players act as a powerful Vampire, a former human who died and got resurrected by a demon acting like an unholy puppeteer. In this existence afterlife, the Vampire fights to keep the balance between their human impulses and the demonic presences bloodlust. Scheduled to ship in August 2024.

MVB 0002.....\$29.95

MONGOOSE PUBLISHING



PARANOIA RPG: CITIZEN IN NAME ONLY

The Computer rules Alpha Complex. FCCCP is a secret society that worships The Computer as a god. What happens when one of the many FCCCP popes decides she can rule Alpha Complex better than a god? Why, she starts taking over one sector at a time. Then she will whip her followers into a frenzy over Citizens In Name Only, people who look loyal but are really terrorists. She even organizes grassroots protests against those damnable CINOs. Wait, that sounds all too familiar....Citizen In Name Only (CINO) is a complete mission for the Paranoia roleplaying game. Players will have two Troubleshooter teams: One that is anti-CINOs and one that is... well, not pro-CINOs per se, but at least against the FCCCP popes takeover. Scheduled to ship in August 2024.

MONSTER FIGHT CLUB





CYBERPUNK: EDGERUNNERS - COMBAT ZONE - 2-PLAYER STARTER

Scheduled to ship in September 2024.

MFC 46000 \$100 00

NIGHTFALL GAMES



THE TERMINATOR RPG: T2 JUDGMENT DAY

The Terminator T2 sourcebook covers all the action from the Terminator 2 movie and a wealth of material besides. Covering the Resistance and it's time travellers it upgrades the Terminator game to include Terminator PCs and provides a wealth of information on the War against the machines. But they don't go unchallenged, also inside Skynet brings it's A game with T-1000s and a wealth of upgrades for it's earlier infiltrators.

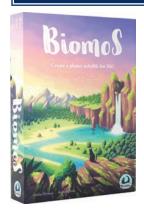
WFG TER-002\$57.00



THE TERMINATOR RPG: T2 RESIST

Resist! Is the sourcebook for the global situation after Skynet plunges the world into WW3. This is not some fast exchange of missiles, but a tale of blood and mud as humanity turns it's hands into fists and bludgeons itself on behalf of the maniacal Al. Inside is inspiration on a half dozen locations all mid-fight against Skynet. Will you join the Welsh in fighting back the westward advance. Will you find yourself in Ghana where humanity is unifying to fight back, or will you find yourself in Australiia wondering where all the people went?

NORTH STAR GAMES



BIOMOS

Biomos is a fast family game where you embody a planet. Over millions of years you grow to realize your dream: to harbor life on beautiful landscapes. Players take turns drafting land tokens (sea, ice, forest, mountain and desert) choosing where to put it on their planet board. By completing one of the pattern available before the others, they can claim the corresponding biome card and have life appears on their planet. The winner is the player with the most different species on its planet when they are all complete

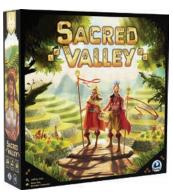
NSG 870\$29.99

GIM

JUL 2024







SACRED VALLEY

According to Legend, the Incans of Machu Pichu cultivated many different crops on their terraces by a nearby river. Your family has successfully specialized in one crop but now wants to expand the business, hire Specialists, and occupy more land with new kinds of crops. Sacred Valley is a tile laying game. Players earn most of VP by building a larger area of same crops. However, every time you place is actually helping other players as well. It is a game about being more efficient than other players and making the right decision at the right time. Hiring different Specialists allows you to break the limitation and lead in the game.

NSG 920\$39.99

UNDAUNTED 2200: CALLISTO

Undaunted 2200: Callisto is a standalone game in the Undaunted series that adapts the core gameplay of previous games to a new science-fiction setting. Play across an illustrated map in two-player, fourplayer, and solo game modes. Navigate the barren lunar landscape, maneuver to seize dominant high-ground positions, and utilize your formidable mechs to gain control of Callisto and its precious resources. Scheduled to ship in September 2024. OSP GAM059\$85.00



PEGASUS SPIELE NORTH AMERICA

SQUEAK

SQUEAKY

Winter is coming, your nest is jam-packed with snacks, and... is that a hawk circling high above you? In Squeaky, players are enterprising squirrels who must gather up food for the winter before it gets collected by the street sweeper that rolls up and down the roadway. In this light-hearted memory game, players will collect food cards and acorns each turn but must remember what they have already stashed away: Candy, Lollipops, Peanuts, Cookies, and Dog Treats. After three seasons, players score points for food types collected, but pack away too few or too many of an item and your winter will begin with negative points Scheduled to ship in August 2024.

PNA 80003.USA\$19.95

OINK GAMES

MOVING WILD

Collect enclosures, rescue animals and install upgrades over 3 years and build the highest scoring wildlife park you can in this fast paced card game. Don't let the cutesy looks fool you into thinking this is going to be easy though! Can you keep the Lions away from the Anteaters on the Savannah plains? Are your sloths lonely or living a happy life on an Open-Air island? Your Moving Wild adventure awaits! Scheduled to ship in September 2024. ONK 093559.....\$23.00



OPHORIC LABS



ZIGGURAT OF THE **MEGA-MAIDEN: A HEAVY-METAL FUELED COMBAT FEST (DCC)**

This level 1 adventure for Mutant Crawl Classics is a heavy metal-fueled combat fest. It's two minutes to midnight and the Cult of Deth is performing the Wrathchild Ritual which will end or enslave the world! Race up the ziggurat, stop the ritual, save the world! GMG GDO01001\$9.99



ZIGGURAT OF THE MEGATON MAIDEN: AN ATOMIC-POWERED **ADVENTURE (MCC)**

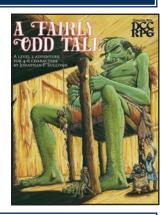
Can you stop the Mutation Nation from irradiating the region with their Ritual of the Atom and killing or mutating everyone for miles around? A fast-action Level 2 adventure for Mutant Crawl Classics. GMG GDO02001\$9.99

PER ASPERA GAMES

A FAIRLY ODD TALE (DCC)

When your party is sent to parley with a mysterious witch, you assume it will be a simple fetch quest. But now you've been sucked into a crazy book filled with monsters and characters from half-remembered stories. Will you survive the strange candy house, make it to the top of the beanstalk, solve the riddle of the door, and find your way back home? A level 2 adventure module for DCC RPG inspired by classic fairy tales.

GMG JPA01003\$15.00



OSPREY GAMES



THROUGH THE HEDGEROW RPG (HARDCOVER)

A fantasy roleplaying game in which gifted mortals and Fay creatures fight across time for the soul of the countryside. As Knights of the Briar Company, you are Champions of the Light, charged with protecting the soul and magic of the land against the agents of the Dark, who seek only destruction and chaos. This eternal battle is fought throughout history, from the war-torn Dark Ages and 17th Century to the upheaval of the Industrial Revolution and World War Two. As one of the Fay sorcerous birds, animated scarecrows, intelligent spiders, and other beings you may be sworn to defend humanity. cheduled to ship in September 2024.

OSP RPG018.....\$35.00

PINK TIGER GAMES



HURT PARTY

Hurt Party: A Game of Bad Apologies pokes fun at all of the terrible ways we say we're sorry. Inside the cake-inspired box, you'll find 250 terrible apology cards and 250 hurt cards. Everyone starts with seven Apology Cards. In each round, one person is the Hurt Party, the person whose feelings were hurt, and they read out a random Hurt Card explaining what has hurt them. The Hurt Party then decides which apology is their favorite, and gives their Hurt card to the player with the best (or worst!) apology. The

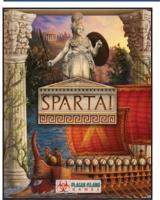
first player to collect 5 Hurt Cards wins the game! Scheduled to ship in September 2024. PKT 258057\$24.99

PLAY TO Z

Scheduled to ship in September 2024.

PTZ 73404\$20.00

PLAGUE ISLAND GAMES



SPARTA: DELUXE EDITION

Who Will Head Your Efforts? Lead your forces with legendary characters such as Pericles and Cleon. Each leader has a unique ability, be it combat prowess or cunning diplomacy. Characters may become experienced flipping the leader to their upgraded form with a more powerful ability. Meet your foes on the bloody battlefield Balance diplomacy, economy, and military might in this card-driven game of historic conflict! The Splendor Of Greece Is Yours For The Taking! Scheduled to ship in September 2024.

PID 02002.....\$78.00

POKÉMON USA



POKÉMON TCG: BACK TO SCHOOL ERASER BLISTER (2024)

Get Ready for Your Next Project with a Pokémon Eraser! Looking for the perfect eraser for a new project or a new class? You can choose a favorite Pokémon eraser and add to your Pokémon TCG collection at the same time. PUI 290-85822.....



POKÉMON TCG: BACK TO SCHOOL PENCIL CASE (2024)

Get Ready for Class with Pokémon! When you're getting ready for a day in class, organize your pens and pencils and have a little fun at the same time by adding to your Pokémon TCG collection. PUI 210-85994.....PI



POKÉMON TCG: COLLECTOR CHEST (SUMMER 2024)

A Treasure Chest Packed with Pokémon! This sturdy metal case contains more than a dozen special Pokémon goodies, including some not found anywhere else. PUI 210-85993.....PI

POKÉMON TCG: VICTINI / MIRAIDON EX **BATTLE DECK DISPLAY (6)**

Mighty Pokémon ex Battle for Victory! Powerful Pokémon ex are ready to charge onto the battlefield in the new Pokémon TCG: ex Battle Decks! Each 60-card deck is led by an exceptional Pokémon ex and includes everything you need to play right away. Let the battle begin.

PUI 290-86754......PI





POPHAUS COLLECTIVE



IT'S KIND OF A FUN STORY: **FAMILY EDITION**

The getting-to-know-you party card game where the story of your life earns you points - now for the whole family. Tell personal stories, make quick decisions about other players, and flex your imagination to be the first player to earn 7 points. Grow closer to your loved ones with this exciting and hilarious game that is fun for both kids and adults! The game is simple. Players take turns drawing from a deck with, you guessed it, story prompts. Reading each out loud they can choose to share a story or skip.

PHC IKOAFSFE \$24.99

PRIVATEER PRESS

WARMACHINE MKIV

Scheduled to ship in August 2024.



NECROFACTORIUM AUXILIARY EXPANSION

PIP 23002\$129.99



NECROFACTORIUM GRENDEL (CHARACTER WARJACK PACK)

PIP 23022



NECROFACTORIUM MALEFACTOR (HEAVY WARJACK)

PIP 23004\$39.99



NECROFACTORIUM RAPTOR (LIGHT WARJACK)

PIP 23005\$24.99

REAPER MINIATURES

BONES BLACK

Scheduled to ship in August 2024.



CROCOSAURUS DELUXE BOXED SET

RPR 44191 \$19.99



LASHER DELUXE BOXED SET

RPR 44187\$22.99



SEA GIANT DELUXE BOXED SET RPR 44186\$22.99

BONES LEGENDS Scheduled to ship in August 2024.

FREYA, DWARF FIGHTER RPR 30170	\$6.99
IVAR, DWARF PRIEST RPR 30172	\$6.99

SIGURD, VIKING WARRIOR RPR 30171\$6.99

SNORRI OATHBREAKER, DWARF ROGUE RPR 30169\$6.99









TRANSFORMERS: ROLEPLAYING GAME BEGINNER BOX

- · Includes a Playing the Game booklet and two adventures.
- · Jump right in with the 8 pre-generated characters.
- · Contains dice, GM screen, and all you need to play

RGS02673



\$35





G.I. JOE: ROLEPLAYING GAME BEGINNER BOX

- · Includes a Playing the Game booklet and two adventures.
- Jump right in with the 8 pre-generated characters.
- · Contains dice, GM screen, and all you need to play

RGS02672



\$35

JULY RELEASE!

ROLEPLAYING



G.I. JOE: ROLEPLAYING GAME: INTERCONTINENTAL ADVENTURES: FACTIONS IN ACTION VOL. 2 SOURCEBOOK

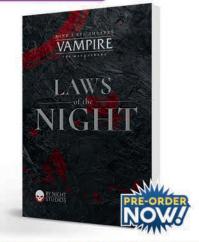
- In-depth looks at the history of the Arashikage, Dreadnoks, and Oktober Guard.
- 40 new General Perks, 17 new gear and upgrades, 11 new vehicles.
- Contact and Threat stat blocks for international operatives.

(h) 14+

RGS11159

\$45

ROLEPLAYING



VAMPIRE: THE MASQUERADE: LIVE ACTION ROLEPLAYING GAME: LAWS OF THE NIGHT

- Includes all of the core mechanics necessary to play.
- A detailed guide to character progression through a live-action chronicle
- Support, guidance, and materials for both Storytellers and players

(h) 18+

RGS03128

\$39.99

ROLEPLAYING



VAMPIRE: THE MASQUERADE: 5TH EDITION ROLEPLAYING GAME: DISCIPLINE DECK ACCESSORY

- Have the text of your character's disciplines at your fingertips
- Contains all Discipline powers from both Vampire:
 The Masquerade and the Vampire Players Guide
- Contains all the Oblivion powers and Oblivion Ceremonies



RGS02604

\$25

JULY RELEASE!

AUGUST RELEASE!

AUGUST RELEASE!



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WWW.RENEGADEGAMES.COM



HEROSCAPE: AGE OF ANNIHILATION MASTER SET

- · 20 new highly detailed miniatures for Heroscape.
- 74 locking hex tiles and interlocking Laur wall terrain.
- Features 9 new scenarios to support hours of gameplay.
- · Compatible with previous and upcoming Heroscape releases!

RGS02693







\$125



HEROSCAPE: BATTLE FOR THE WELLSPRING BATTLE BOX

- 6 new highly detailed miniatures for Heroscape
- Includes an exclusive new terrain tile type: Wellspring water
- 31 locking hex tiles with two Laur Jungle trees!

RGS02694







\$45

AUGUST RELEASE!



HEROSCAPE: THE GROVE AT LAUR'S EDGE: TERRAIN EXPANSION

- New Laur Jungle Trees and underbrush.
- · Unique locking hex-tile terrain system.
- Introduces the Heroscape Terrain System product line.



AUGUST RELEASE!

RGS02695

\$50

RGS02692







THE SEARCH FOR UAPS

- Survey the skies for objects such as Spy Satellites, the I.S.S. and space junk to find and confirm the location of the UAP.
- Players use innovative magnetic, rotating Space Boards to track their sightings.
- Follow up to The Search for Planet X and The Search for Lost Species!





ROBO RALLY: 30TH ANNIVERSARY EDITION

- Deluxe Components including dual layered player boards, wooden tokens, metal priority token, improved painted minis
- Now plays up to 8 players, adding Twitch and Trundle Bot
- 4 New double-sided game boards







RGS02675

\$120

AUGUST RELEASE!

AUGUST RELEASE!









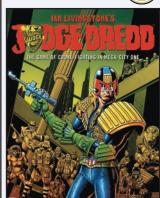
NGEONS RAGONS

APPENDIX N, REVISED & EXPANDED EDITION: WEIRD TALES FROM THE ROOTS OF DUNGEONS & DRAGONS

An anthology of fantastical tales that inspired the creation of the world's greatest roleplaying game. Drawing upon the original list of inspirational reading provided by Gary Gygax in the first *Dungeon Master's Guide*, published in 1979, as well as hobbyist magazines and related periodicals that helped to define the modern role-playing game, Appendix N offers a collection of short fiction and resonant fragments that reveal the literary influences that shaped Dungeons & Dragons, the world's most popular RPG. The stories in Appendix N contextualize the ambitious lyrical excursions that helped set the adventurous tone and dank, dungeon-crawling atmospheres of fantasy roleplay as we know it today. This new edition, published on the occassion of Dungeons & Dragons' 50th anniversary, includes fascinating new stories, a comprehensive introduction, and a new foreword. RHP 933 \$22.95

REBELLION





JUDGE DREDD: THE GAME OF CRIME FIGHTING IN MEGA CITY ONE

Mega-City One. A vast 22nd metropolis of 800 million citizens, each one a potential criminal. Under the watchful eye of the Judges no one escapes justice, whether their crime is littering or murder. And now, YOU ARE THE LAW! Head out onto the streets of Mega-City One and prove you are worth of the badge. Bring the Angel Gang, Judge Death, Orlok the Assassin and other notorious lawbreakers to justice! But be warned; they won't go down without a fight, and even a lowlife sugar-addict can take you out if they get lucky. Judge Dredd is an iconic British game of crushing crime and/or your friends. Scheduled to ship in September 2024. DIA STL320709PI

JUDGE DREDD: BLOCK MANIA -**MEGA MANIA EXPANSION**

Mega-Mania expands Block Mania, the game of manic destruction in Mega-City One, allowing up to four players to join in the chaos at once. For the first time the Happy Hour expansion is also included to take the violence and destruction to new heights, adding the Jaeger Squad, Robo-Dogs, Sucker Guns, and Trip Mines to the fray. This expansion includes two new game boards, each depicting an entire

Mega-City block, a clear and concise rules sheet explaining how to play Block Mania with three or four players, three new counter sheets, representing the inhabitants of the new blocks and their weaponry, as well as new units introduced by Happy Hour. Scheduled to ship in September 2024.

DIA STL320727PI



JUDGE DREDD: BLOCK MANIA

A brand-new limited edition printing of the Games Workshop classic, back for the first time in over 30 years! Block Mania is a face-paced 2 player game of manic destruction in Mega-City One, home of Judge Dredd. Each player controls the citizens of an entire Mega-City block, as they attempt to destroy the block next door or at least do a lot of damage before the Judges arrive and stop all the fun! This limited-edition replica printing brings the classic work of Space Hulk designer Richard Halliwell back to print for the first time in decades. Scheduled to ship in September 2024 DIA STL320723



PRAIRIE RAILROADS

America is opening the Great Plains and Americas railroads are forging ahead, across the Mississippi and going West as fast as they can. Hardy pioneers are building towns and cities as they raise cattle and grow wheat other crops. The railroads are needed to carry this bounty to the hungry East. Six major railroads are funded by aggressive investors looking to get rich in this venture. The railroads vie for dominance in this expanding market, driving west. Scheduled to ship in July 2024.

RGG 678\$39.95



COLORADO MIDLAND

Fabulous riches are discovered in the nearly inaccessible Rocky Mountains. Gold and silver mines are opening in remote boomtowns and the mine owners want men and equipment and supplies to work the Mother Lode. Now, they say, is the time to build the rails through the Rockies! The sooner a railroad gets to a mine, the greater the profits for the mine owner before the mine is exhausted. The iron horse means money, and lots of it. Scheduled to ship in September 2024. RGG 673\$39.95



DOMINION: RISING SUN EXPANSION

We journey now to the islands to the east or west, depending on where you are relative to them. Here your title is Emperor. They tell you you're just a figurehead, though you can still order whatever breakfast you want. They may be right; you did get that breakfast. Your ceremonial sword and armor are made of paper. The samurai never let you into their tea parties, and the ninjas are always tying your shoelaces together. And the epic poem they wrote about you is only 17 syllables long. Scheduled to ship in June 2024.

RGG 669\$44.95



WEST RIDING REVISITED With over 120 private railways in the UK in 1910, competition was fierce. During World War I, the government took over control of these railways for the war effort. The end of the war brought these railways back to private operation and the Railways Act of 1921 forced railways to combine into fewer, but more efficient, railways. This government mandated Grouping was fertile ground for financial gain for the sharp investors, with many reaping huge profits and gains from their initial investments. Scheduled to ship in September 2024.

RGG 676\$44.95



SNCF: FRANCE & GERMANY

Players are railroad pioneers in this easy family game, building railroads across France and Germany. Each desires to maximize their gains from these early railroads, seeking to be the most invested in the most lucrative railroads. Very simple rules are used, but the ability to bluff and misdirect offer a challenging game experience. No two games play the same and each game takes about 30 minutes. Scheduled to ship in July 2024.

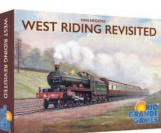
RGG 681\$39.95



SOUTHERN PACIFIC

The Civil War is over and it is time to get back to America's business, making money. The Railroads are the place to do it and the American Southwest is booming, with Robber Barons starting and funding railroads across Texas beyond. Savvy investments will pay off handsomely, others not so much. What sort of dividends should be paid versus how much should be kept by the railroad for further expansion? Each Railroad president must decide for themselves, keeping the shareholders happy or being forced out in a hostile takeover. 3 to 5 players are the Robber Barons in this game of railroad building and market exploitation. Scheduled to ship in September 2024.

RGG 675\$39.95



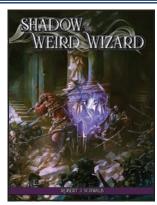




SECRETS: WEIRD WIZARD

SECRETS OF THE WEIRD WIZARD RPG

Discover the Secrets of the Weird Wizard! All the secrets of the borderlands and beyond stand revealed in the pages of this book. Designed for the Sage, Secrets of the Weird Wizard offers guidance for running the game, creating quests, traps, treasures, and more. The borderlands, the default setting for the game, receive extensive detail, while a robust bestiary gives you a veritable menagerie of monsters with which you can test your players. If you plan to run the game or would learn more about the world, Secrets of the Weird Wizard is the book for you! Scheduled to ship in August 2024. SDL SWW2402\$59.99



SHADOW OF THE WEIRD WIZARD RPG

Ready your weapons and prepare your spells: adventure awaits! Shadow of the Weird Wizard is a fantasy roleplaying game in which you and your friends assume the roles of characters who explore the borderlands and make them safe for the refugees escaping the doom that has befallen the old country. Unsafe are these lands: the Weird Wizard released monsters to roam the countryside, cruel faeries haunt the shadows, undead drag themselves free from their tombs, and ancient evils stir once more. If the displaced people would rebuild their lives, they need heroes to protect them. Scheduled to ship in August 2024.

SDL SWW2401\$59.99

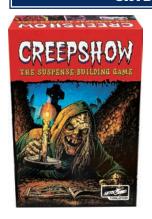


RAVEN RPG: TAROT DECK

Immerse yourself in the dark and suggestive atmosphere of Raven with a complete Tarot deck comprising 78 cards. Use its arcana to set your games, find inspiration for scenes, or simply admire its stunning illustrations. Scheduled to ship in July 2024.

SLG RAV004.....\$34.00

SKYBOUND GAMES



BOOP THE HALLS

game board tree presents a surprisingly mind-bending 3D

CREEPSHOW

Welcome to Creepshow, a wicked story-building card game where players become Creeps and weave twisted tales of dastardly deviants meeting well-earned demises. You'll need strategy and cunning for this story-rich card game, and to know when to push your luck because deception could be waiting at every turn. Scheduled to ship in September 2024.

SKY 4697.....\$19.99

SHADOWLANDS GAMES



RAVEN RPG

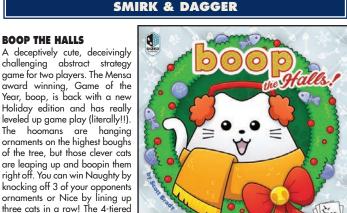
A Gothic Horror and Cursed Magic roleplaying game inspired by the works of Edgar Allan Poe and created by Daniel P. Espinosa. With Maelstrom, a brand-new narrative system favoring immersive and tenebrous tales, full-color interior, and a starting scenario ready to play. Scheduled to ship in July 2024.

SLG RAV001.....\$54.95



RAVEN RPG: TALES BOOK 1 - TENEBROUS CATS AND **FORGOTTEN TOMBSTONES**

The first scenario compilation for Raven, a role-playing game of Gothic horror andcursed magic inspired by the work of Edgar Allan Poe. It includes eight selfconclusive adventures ready to play. Face spectral beings, impossible loves, tragedy, mystery, terror, conspiracies and even murder. Scheduled to ship in July 2024. SLG RAV002.....\$44.95



challenge for players. And the alternate win condition of knocking off 3 of your opponent's ornaments creates new strategic problems to solve, elevating the play experience to a new high. Scheduled to ship in September 2024.

SND 1022 \$29.99

SOCIAL EXPERIMENT GAMING





RAVEN RPG: GM SCREEN

Scheduled to ship in July 2024. SLG RAV003.....\$21.95

I MUSTACHE U

I MUSTACHE U is a playful exploration of humanity where players make predictions about each other's life experiences and earn points for correct predictions. Think you can judge a book by its cover? Think again. I MUSTACHE U unlocks social interaction to help players meet playful people, make memorable moments, and connect with their community. I MUSTACHE U to play. Scheduled to ship in September 2024.



SPOTLIGHT ON

Dodge the corp, kill the monsters, and hack the Matrix to win in a whole new way! The world of Shadowrun is a perfect setting in which to be munchkins. Players can be Elves, Dwarves, Orks, or Trolls as they dodge the corps, kill the monsters, and stab their buddies. This game is packed with 193 cards full of cyberpunk and magic. Scheduled to ship in September 2024.

SJG 4461.....\$39.95

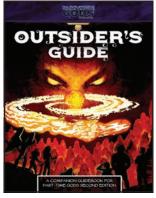


MUNCHKIN: WARHAMMER -AGE OF SIGMAR -**DIRE DOMAINS EXPANSION**

This is an expansion for 3 to 6 players will take you through the multitude of magical and dangerous places within the Mortal Realm. Add these 20 Dungeon and 16 Portal cards to Munchkin Warhammer Age of Sigmar to create new and exciting opportunities to reach level 10 and secure your victory. Scheduled to ship in September 2024.

SJG 4492.....\$11.95

THIRD EYE GAMES



PART-TIME GODS RPG: OUTSIDER'S GUIDE

You thought the gods had it hard. Now it's time to learn more about the Outsiders, the mythological and supernatural beings that share the divine world but are forced to live on society's outskirts. Some are inhuman in appearance, while others can pass as mortal, but all Outsiders share a common ancestry... they were created by the Source to destroy the gods. Of course, not everyone listens to their parents. The Outsider's Guide is a new sourcebook for Part-Time Gods Second Edition. It is part monster manual, introducing a wealth of fantastical new Outsider Antagonists to battle or align with, and part players guide, providing character creation rules for playing as an Outsider. Get ready to tell new and unique stories with this book's treasure trove of knowledge. Scheduled to ship in July 2024.

3EG 2004\$29.99

DUNGEON DIGGER

Dungeon Digger is a dungeon building game where players take on the role of horrible Dungeon Lords ready to sacrifice their servants, the Stooges, to dig the most intricate underground dungeon and annihilate their opponents. *Dungeon* Digger is a competitive comic-fantasy boardgame for the comic-fantasy genre lovers, populated by weird heroes, Stooges, ridiculous Lords of the Dungeons, lethal traps and humid, stinky dark tunnels! The strengths of this game reside in: Strategic building game that lets you try different game scenarios and will entertain you for hours of fun! A typical game lasts one hour, including the explanation; so your Stooges know whos the boss! Scheduled to ship in July 2024.

TIN HAT GAMES

THG DDENG01 \$49.99

ULTRA PRO

INTERNATIONAL

TEETURTLE



HERE TO SLAY: VINYL MINI BLIND **BOX SERIES DISPLAY (18)**

Are you ready to slay? The cute, cuddly, and utterly destructive creatures from Here to Slay are coming to life as vinyl mini figures! Each of these adorably brutal figures comes with a holographic *Here to Slay* promo card featuring brand new artwork. Each of the ten characters represents a different class, and the set includes two mystery characters that have never been seen before. Buy one figure at a time for a mystery surprise, or get the pack of 18 wiith a guarantee that you'll find all 10 figures! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

TET 5783-152748PI

THUNDERWORKS **GAMES**



METRO RUNNER

firewalls.

TWK 1050\$59.95

TERRIBLE GAMES



BLACK MOLD

In Black Mold you are an escaped prisoner trying to find your way out of an abandoned subterranean prison compound. Black undulating fungal compound. Black undulating growths coat every surface of these corridors, emitting ghostly clouds that poison the air. To avoid breathing the harmful, hallucinogenic mist, you must limit your exposure and make your escape. This is simulated in the game by limiting the length of your turn to how long you're able to physically hold your breath. GMG TG010 \$65.00



TOKEN TERRORS BATTLEGROUNDS

Token Terrors have power in numbers! Keep Tokens of the same type close to one another and maximize their Threat as you try to outwit and outfight your opponent. Use faction-specific Token Talents' to gain strategic advantages and reign victorious! Token Terrors: Battlegrounds is a deceptively simple game that has strategic depth yet to be fully discovered. This compact semi-abstract battle game will get your brain going, is fast-paced, fun, and flavored with the sword and sorcery aesthetic gamers love.

GMG TG001\$45.00



Circling the districts of Mirror City on the Metro line, you'll compete for resources as you race to fulfill contracts for the five districts and ruthless mega-corporations. Grow your influence and gain upgrades, squeezing every credit you can from corrupt factions while you secretly steal their data for your home district! Avoid and cut off other runners, while taking opportunities to hack into network nodes. Manipulate the circuitry of a central tile grid, cleverly altering the pathways of an ever-changing puzzle to breach the

HEY HEY RELAY Air guitar and dance your way to the finish line! In Hey Hey Relay, teams roll dice and perform hilarious tasks as they frantically race across the board. First to cross the finish line wins. Scheduled to ship in June

UPE 11234......PI



MAGIC THE GATHERING CCG: INNISTRAD REMASTERED BLACK STITCHED PLAYMATS

scheduled to ship in rebruary 2025.	
MULTI MYTHIC	
JPI 38647 F	기
PW A	
JPI 38645 F	기
PW B	
JPI 38646 F	ગ



MAGIC THE GATHERING CCG: INNISTRAD REMASTERED PLAYMATS

Scheduled to ship in February 2025.	
DOUBLE SIDED MULTI MYTHIC X	
UPI 38655	P
DOUBLE SIDED MULTI MYTHIC Y	
UPI 38656	P
RARE BLACK	
UPI 38652	P
RARE BLUE	
UPI 38651	P
RARE WHITE 1	
UPI 38648	P
RARE WHITE 2	
UPI 38649	P
RARE WHITE 3	
UPI 38650	P
UNCOMMON BLACK 1	
UPI 38653	P
UNCOMMON BLACK 2	

MAGIC THE GATHERING CCG: SINGLE 35 PT ONE-TOUCH EDGE - PRINTED MAGNETIC CARD HOLDERS

UPI 38654......PI

Scheduled to ship in November 2024.



CLASSIC

UPI 38578......PI



MODERN

UPI 38579......PI

POKÉMON TCG: ELITE SERIES - LUCARIO Scheduled to ship in November 2024.



9-POCKET ZIPPERED PRO BINDER
UPI 16413.....PI



12-POCKET ZIPPERED PRO BINDER

UPI 16412.....



ALCOVE FLIP

UPI 16414......PI

<u>POKÉMON TCG:</u> <u>GALLERY SERIES -</u> MORNING MEADOW

Scheduled to ship in November 2024.



2" ALBUM

UPI 16473.....PI



4-POCKET PORTFOLIO

UPI 16471.....



9-POCKET PRO-BINDER

UPI 16468......PI



teeturtle.com











9-POCKET PORTFOLIO (5-SHEET) UPI 16472.....PI



ALCOVE 4-CLICK DECK BOX UPI 16469......PI



65CT DECK PROTECTOR SLEEVES UPI 16466......PI



FULL VIEW DECK BOX UPI 16467......PI



PLAYMAT UPI 16470.....PI

POKÉMON TCG Scheduled to ship in November 2024.



POKÉ BALL ONE-TOUCH EDGE

UPI 16421.....



TOGEPI 105CT APEX DECK **PROTECTOR SLEEVES**

UPI 16474.....



TOGEPI ALCOVE FLIP DECK BOX UPI 16475......PI

USAOPOLY/THE OP

AVATAR: THE **LAST AIRBENDER -**AANG'S DESTINY DBG

Experience the epic storytelling of Avatar: The Last Airbender in this easyto-learn Deck-Building Game. Players will take on the heroic role of Aang and his allies and play cooperatively to defeat adversaries, complete objectives, and make their way through the Four Nations to restore balance to the world and fulfill



Aang's destiny as the Avatar. Scheduled to ship in August 2024. USO DB096-653

X 711 5000 MO MO

BLANK SLATE: CHALLENGE (STAND ALONE)

A game of anticipated predictions! Pick from the Word Cue Cards (150 cues in all), write the two words you think best completes the phrase and try to match it exactly to your partners words without giving a single hint. How well can you put your finger on what they're thinking? Just grab a slate, write your words, and get ready to make a match! Who knows if you get good enough at it, soon you might be finishing each OTHERS _____. Scheduled to ship in June 2024.

MOVE LIKE ME

How are your Hammer Hands? Lemme see you Floss. No idea what that means? Great! Move Like Me is a group game sure to get everyone moving and laughing. Its like the telephone game, but with movement, and it can be even more fun when it goes wrong! Scheduled to ship in June 2024. USO PA000-875PI



PUZZLE: BEETLEJUICE -SANDWORM 1000PCS

Scheduled to ship in June 2024. USO PZ010-815......PI



TRIVIAL PURSUIT: PARKS & RECREATION EDITION

Return to Pawnee with this special travel-sized Trivial Pursuit game featuring 600 questions about the beloved comedy series. Pit yourself against your friends and family to see who is the master of recreational knowledge. See if you can answer questions in each of six categories: Citizens of Pawnee, Tour the City, Very Good Category (All Things Ron), Parks Department, Say What?, and Treat Yo' Self. This is the perfect game for a trip to the local park for a game day in the sunshine! Scheduled to ship in June 2024. USO TP051-835PI

VAN RYDER GAMES



FINAL GIRL: SERIES 1 ALTERNATE KILLER **MINIATURES BOX**

An alternate miniature for each of the 5 killers from Series 1. Hans, Poltergeist, Inkanyamba, Geppetto, and Dr. Fright. Scheduled to ship in May 2024.

VRG FGALTKS1\$24.99

VERY SPECIAL GAMES



Yamma is a 3D abstract strategy game based on the classic, Connect 4. Create a line of four in your color to win the game. The unique twist is that the cubes are placed in triangular slots, showcasing three visible sides of the cube from three different angles. Additionally, cubes can be stacked to form multiple planes, offering various winning opportunities. The player who forms a line of four consecutive cubes of their color, from any of the three perspectives, is the winner Scheduled to ship in August 2024.

VSG 820073.....\$34.99

W.R.K.S GAMES



KATANA-RA RPG: A CONSPIRACY OF SHADOW AND STEEL

It begins with a kidnapping, murder, and a cavalcade of wild, disparate, seemingly unrelated events. Jin, a staunch traditionalist, struggles to maintain his honor and principles in a world where cybernetic enhancements and corporate greed reign supreme. But when his clan is targeted in a vicious attack orchestrated by unknown forces, his dedication to pacifism is put to the test and his dark side rises again. With the help of unlikely allies, confront your demons and the sinister forces that seek to plunge the world of Katana-Ra into chaos. cheduled to ship in July 2024.

WRK S2001\$49.99

WEIRD CITY GAMES



3 OF A KIND

A game of thinking alike, where players try to write matching answers to wild questions! Each round, select a category and write answers based on 3 different adjectives. What is the scariest cheese? The happiest item in a junk drawer? The strangest letter of the alphabet. Scheduled to ship in September 2024.

WCG 061\$20.00

WISE WIZARD GAMES



SORCERER ENDBRINGER EXPANSION

In this solo and cooperative expansion to Sorcerer, the rampage of the Sorcerers over the mortal realm has triggered the end times. The Horsemen of the Apocalypse ride! You must stop them and their armies before they destroy all that you have conquered! Includes over 100 new cards, 3 battlefields, 4 avatar standees, 50 counters, and a score dial. WWG SOR716\$49.99

WIZKIDS/NECA

CRITICAL ROLE UNPAINTED **MINIATURES: W23**

Scheduled to ship in September 2024.



ASHTON GREYMOORE

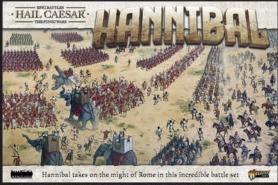
WZK 90450 \$4.49



CAESAR EPIC BATTLES THE PUNIC WARS

Continuing our exceptionally popular run of Epic Battles scale ranges, we are proud to announce the launch of our new range - Hail Caesar Epic Battles - The Punic Wars!

This range of hard plastic and Warlord Resin miniatures will allow gamers to play huge battles set during the Punic Wars period. In addition to the battle set Hannibal, there will be new Command, Army and Division sets, complimented by the rulebook and casualty markers. We will be running a full marketing campaign through print and social media to support the release for three months before launch. Get in touch with us today to talk about our amazing bundle deals available to stockists.



HAIL CAESAR EPIC BATTLES - THE PUNIC WARS: HANNIBAL

COMING TO YOUR FRIENDLY LOCAL GAMING STORE:

27th July 2024





CHETNEY POCK O'PEA & WEREWOLF WZK 90411.....\$5.99

DORIAN STORM



IMOGEN TEMULT WZK 90725.....\$4.49



LAUDNA WZK 90573 \$4.49



WZK 90723\$4.49

FEARNE CALLOWAY & MISTER WZK 90722\$5.99



FRESH CUT GRASS WZK 90724.....\$5.99



DUNGEONS & DRAGONS 7" SCALE ACTION FIGURE: LIMITED 50TH ANNIVERSARY EDITION WARDUKE FIGURE

Celebrate the 50th anniversary of Dungeons & Dragons with NECA and WizKids! For this special occasion, we have reimagined the classic Warduke action figure release for the modern collector's market, with special touches to celebrate 50 years of *D&D*. Featuring a retro paint deco, evil mercenary Warduke fights for coin with a fearsome set of weapons longsword with attachable flame effect, short sword, dagger, and skull shield. This 50th Anniversary Warduke action figure comes on blister card packaging that is a tribute to the original release. Scheduled to ship in September 2024.

WZK 52280 PI



REPLICAS OF THE REALMS - ANCIENT RED DRAGON TROPHY PLAQUE, LIMITED **EDITION 50TH ANNIVERSARY**

This trophy plaque features limited edition deco to celebrate the 50th Anniversary of Dungeons & Dragons, including a gold colored plaque, "battle damaged" stylized eye, and the 50th logo on the back of the plaque. Product includes mounting hardware. Decorate your game store, game room or living room with this stunning recreation of the *Dungeons & Dragons* Ancient Red Dragon! Scheduled to ship in October 2024. WŻK 68517.....PI

DUNGEONS & DRAGONS NOLZUR'S MARVELOUS UNPAINTED MINIATURES: LIMITED EDITION 50TH ANNIVERSARY

Scheduled to ship in August 2024.





ELVES WZK 90734..... \$5.99



GOBLINS WZK 90731 \$5.99



KOBOLDS WZK 90732.....\$5.99



MIMICS WZK 90735 \$5.99



SKELETON KNIGHTS WZK 90736 \$5.99

DUNGEONS & DRAGONS NOLZUR'S MARVELOUS UNPAINTED **MINIATURES: W23**





ANSALON HUMAN BARD WZK 90108.....\$4.49



ANSALON HUMAN ROGUE WZK 90110.....\$4.49



CRABFOLK WZK 90113.....\$8.99



DRAGON ARMY SOLDIER WZK 90107 \$4.49



FIREGAUNT	
WZK 90111	\$14.99





GIANT SPACE HAMSTER

HIPPOGRIFF

W7K 90114

WZK 90118\$8.99



SEA LION

.....\$8.99 WZK 90115



SPECTRAL CLOUD

WZK 90112.....\$14.99



LIZARDFOLK SKELETON

WZK 90117.....\$4.49





MARUT WZK 90700\$8.99



SEA ELF LEADER

WZK 90109\$4.49



DUNGEONS & DRAGONS: ICONS OF THE REALMS -FROGHEMOTH ELDER **BOXED MINIATURE**

Prepare for Quests from the Infinite Staircase with the D&D Icons of the Realms: Froghemoth Elder - Boxed Miniature! This brand-new variant of a beloved creature is even bigger and wart-covered. The D&D Icons of the Realms: Froghemoth Elder Boxed Miniature is a Gargantuan-sized miniature on a 100mm base. Standing just under 8" tall, this amphibious predator is sure to inspire fear and awe among your players. Scheduled to ship in September 2024.

WZK 96315 \$79.99

DUNGEONS & DRAGONS: ICONS OF THE REALMS -KUO-TOA WARBAND

The kuo-toa are fishlike humanoids who live in tribes near underground lakes and rivers. The D&D Icons of the Realms: Kuo-toa Warband contains 5 kuo-toa miniatures. Packaged in a non-blind blister pack, Dungeon Masters can use this warband to build unique encounters using the fishlike kuo-toa. Collectors can buy multiple Warbands to build out an entire tribe of kuo-toa. Features: Five unique kuotoa miniatures, including the Kuo-Toa Whip and Kuo-Toa Archpriest, Scheduled to ship in July 2024.



.....\$49.99 W7K 96253





DUNGEONS & DRAGONS: ICONS OF THE REALMS -QUESTS FROM THE INFINITE STAIRCASE BOOSTER BRICK (8)

Prepare for Quests from the Infinite Staircase with these 8-count Booster Bricks, featuring creatures from the campaign. Prepare to discover the planes and encounter otherworldly creatures! Collect all 45 miniatures in our newest set of randomly sorted monsters and creatures, including those found in Quests from the Infinite Staircase and more! This set includes commonly encountered creatures and a few longtime favorites, perfect for building your creature army. Scheduled to ship in September 2024.

WZK 96313.....\$159.92



MAGIC THE GATHERING: 3": PLUSH CHARMS -WAVE 1 DISPLAY BY KIDROBOT (12)

The first wave includes the following best selling and beloved companions from the digital tabletop: Fblthp, Rainbow Koi, Hook-Haunt Drifter, and Mabel (to be featured in the upcoming Bloomburrow set)! Digital Tie-in. In addition to including plush versions of your favorite MTG companions, each individual box contains an unlock code

for an unique card sleeve featuring the chosen companion as well as access to purchase the corresponding companion in the online game at a discount. Scheduled to ship in October 2024. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. WZK 68370PI

PATHFINDER DEEP CUTS: W23

Scheduled to ship in September 2024.





DESERT GIANT WZK 90712.....\$8.99

LUNAR NAGA







FEMALE HALFLING MAGUS LOW-LEVEL WZK 90711\$4.49

SPOTLIGHT ON

HIGH-LEVEL

MALE DWARF CHAMPION

WZK 90710.....\$4.49





TALES OF THE ARTHURIAN KNIGHTS

The standalone sequel to Tales of the Arabian Nights is finally here, with mechanics and gameplay based on the acclaimed classic! As a Knight of the Round Table, you will meet legendary figures, encounter fabled creatures, battle mighty enemies, take on challenging quests, and discover wondrous places of power as you pursue your destiny in this vastly replayable game. Whether playing competitively or cooperatively, you will breathe life into the thousands of astounding, amusing, and spellbinding encounters waiting for you within the Book of Tales. Heed the call of your liege, and seek renown that will last through the ages! Your choices make the story your very own. Every decision contributes to the unique story you weave. Scheduled to ship in November 2024.

WZK 87589.....

WYRD MINIATURES

MALIFAUX 3RD EDITION

Scheduled to ship in July 2024.

LAST DANCE - ICONIC

WYR 19005\$55.00

TWISTED ALTERNATIVES -FREE HUGS

WYR 23930\$24.00

MALIFAUX 3RD EDITION

Scheduled to ship in August 2024.

FACTORY RESET

WYR 23335



GUILD STARTER BOX

WYR 23131

.\$45.00

MALPRACTICE

WYR 23534\$24.00

TEN GAUGE TEN GALLONS

WYR 23639\$30.00



THROUGH THE BREACH RPG: **ONWARD**

Scheduled to ship in August 2024. WYR 30111\$45.00

VAGRANTSONG: BRIDGE OF LEAVES GHOST PLUSH Scheduled to ship in August 2024.

WYR 11615.....\$20.00

VAGRANTSONG: MINI PACK

Scheduled to ship in August 2024. WYR 11626\$45.00

ZOMBIE GHOST GAMES

COLORSMACK: THE CARD GAME

Scheduled to ship in September 2024.

CUTPURSES MALE & FEMALE WZK 90714.....\$5.99

PATHFINDER REPLICA: BABY GOBLIN LIFE-SIZED FIGURE

on your bookshelves or tabletops! Scheduled to ship in November 2024. WŹK 68519.....

There's nothing cuter than a baby and the same is true for baby goblins! This adorably mischievous goblin is 8" tall and made from soft foam that's hand painted to show off each tiny claw and sharp tooth. This figure is ready to wreak havoc and sure to attract

attention in your home, game room, or store! Give this baby goblin a place of honor

WIZKIDS DEEP CUTS: W23 Scheduled to ship in September 2024.



ROADWARDENS MALE & FEMALE WZK 90715.....\$5.99



HAKE'S AUCTIONS - HAKES.COM AMERICA'S FIRST COLLECTIBLES AUCTION HOUSE

Auction #240 March 2024 Results!



Sold! \$26,089



Sold! \$7,528



Sold! \$7,398

GONSIGN NOW AT HAKES.GOM







NO TIME LIKE THE FUTURE

TAKE RISKY UNDERWORLD JOBS AND HACK YOUR WAY TO INFAMY AS MIRROR CITY'S TOP RUNNER!

THUNDERWARKS

METRORUNNER

TWK 1050 \$59.95

Available August 2024!

It's not that you've given up on a brighter future. It's just that you're seeing it from a different perspective now that the megacorporations have finally taken hold of Mirror City. A more... personal perspective. Perhaps, a brighter future really does await you in this dystopia. If you can hack it.

With the position of Prime Runner up for grabs, now's your chance to claw your way to the top and race to secure your place among the city's elite. Leverage every skill and bioenhancement you have to swiftly complete jobs for the denizens of the five districts and the mega-corps alike. Earn underworld influence and notoriety to secure the coveted title and watch as your competition fades into obscurity.

But with so few credits to your name, it looks like you'll be riding the metro around town with the rest of the street punks. For now.







WELCOME TO MIRROR CITY

Thunderworks Games's big Gen Con release steps you smartly into a gritty cyberpunk future! Designer Stephen Kerr presents a board game with a unique blend of classic Euro-game elements, turning them into a beautifully sleek package all wrapped up in a vibrant, grungy bow.

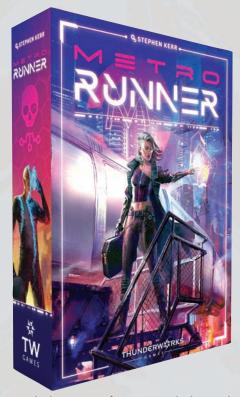
This competitive sci-fi caper through a dystopian metropolis is a slick neon trip for 1-5 players, with all the decision space of a crunchy Euro without the lengthy setup and table time. Not to mention, a cunning AI opponent to pit your skills against in solo mode!

Checking so many boxes without losing steam along the way already distinguishes Metrorunner from many of its midweight Euro contemporaries. Not satisfied to stay on the rails, it twists in a unique tile puzzle mini-game within the game, while executing a balancing act of mechanics that somehow remains streamlined and swift. It has a little of everything, but a lot of strategy lurks in the spaces and shady alleys in between.

A CIRCUIT OF FAMILIAR FAVORITES

With these familiar mechanics melded into something fresh, Metrorunner is an easy fit to recommend for a variety of Euro game fans.

For starters, it cranks up the tension by turning worker placement into a worker movement rondel. Play as a runner from one of the five districts — each with their own character art, profile, and a special



hacking move only they can perform! Move clockwise along a rondel track, but in classic worker placement tradition your movement is limited, and rewards are first come, first served. Worker placement is transformed into a race where you must anticipate and cut off rivals on the circuit while making sure your own pacing doesn't suffer.

Metrorunner will have you rushing to collect resources for your jobs, a familiar goal for fans of resource management. But those same resources can also be spent to move faster along the track or help you complete Hacking challenges.

Some may yearn for the joy of watching an engine-builder ramp up and pay off, and Metrorunner has a little something for that, too. Most completed jobs come with ongoing effects that will grow your little dystopian engine. But you'll have to make your way to the correct district before you can complete it!





A NEW PATH: HACK THE NETWORK

The tile puzzle nestled in the center of the board presents a unique temptation and ever-changing opportunity. Not only can solving a hack be a big payout, but the in-game resource economy quite literally revolves around the players' actions with the puzzle.

With your runner placed on a Hacking portal location along the metro line rondel, you may choose to "hack" this central circuitry pathing puzzle. Twist, slide, and swap the tiles to match the path on a hacking goal card, but you've got only two manipulation moves for free — anything more will cost you precious resources!



In the aftermath of a successful hack, resources are generated around Mirror City according to the back of the hacking goal card. Maybe you'll get lucky, and they'll be piled up at your next stop along the line. Or they could be clear across town where your fellow runners are sure to swoop them up first. Maybe it's worth spending a few credits to jump the rails and take a quick cab?

to round. The shifting, fast-paced landscape rewards a tech savvy hacker who knows when to pounce on an easy hack, and when to race to the next stop instead.



TAKE TO THE STREETS!

Between all the elements of a traditional Euro game and the addictive side puzzle, Metrorunner offers a deceptively quick and easy-to-learn game that doesn't overstay its visit to your table. It packs huge strategic punch in a short time, with all the decision space of the classics, a wild detour through uncharted circuitry territory, and an engaging, vibrantly illustrated setting filled with original art. Surprisingly easy to teach and intuitive to learn, Metrorunner is the perfect dystopian future you deserve.

A UW alumna residing in Madison, Wisconsin, Jess has been working in the tabletop games industry since 2018. She cannot resist a bad pun.









10TH ANNIVERSARY WITH THESE HIT GAMES!

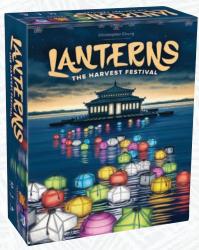
This year, Renegade Games Studios is celebrating their 10th anniversary! Over the past 10 years, Renegade has come out with many bestselling games deserving of praise. Take a look at these best-selling games from Renegade that are worthy of a permanent space on your shelf!



FOX IN THE FOREST

RGS 00574 • \$15.99 MSRP

Journey through the forest alongside fairytale characters in the stunning trick taking game for two. In Fox in the Forest, players score points by utilizing their card abilities to change the trump suit and win tricks. The goal is to win more tricks than your opponent, but not TOO many. Get too greedy and you will surely fail like the villains in so many fairy tales. This unique point mechanic leads to strategic decisions and interesting choices each round. Fox in the Forest is easy to learn and teach, small and portable, beautifully illustrated, and a ton of fun!



LANTERNS: THE HARVEST FESTIVAL

RGS 00502 • \$35.00 MSRP

It's time to celebrate! Prepare for the harvest festival and decorate the palace lake with floating lanterns. In this game set in Imperial China, players lay tiles with floating lanterns. Every tile placement gives lantern



cards to you and your competitors. All players have the same goal, scoring points though sets of lantern cards, so it is important to plan your turns wisely. The fun and easy to understand tile placement, set collection, and hand management mechanics in Lanterns: The Harvest Festival make this a great game to play with friends and family. Grab a copy of this bestseller for your next game night!



ARBORETUM

RGS 00830 • \$21.99 MSRP

Build the Arboretum of your dreams in this fast, easy to learn, strategic card game! Players play cards into a personal display area, filling their Arboretum with a variety of trees, including trees like the Cherry Blossom, Dogwood, and Oak. Each turn, players draw, play, and discard a card. Players can draw cards from the face down draw deck, from their personal discard pile, or the discard pile of their opponents. This sequence produces interesting decisions for all playing, as you have to pay close attention to what



cards you are discarding and choosing each turn. Players must focus not only on what's in front of them, but what's left in their hand at the end of the round in order to score points for the trees in their display. Arboretum has simple mechanics but challenging decisions which makes this game tough to master. Think you got what it takes to make the best Arboretum? Give this game a try!



THE TEA DRAGON SOCIETY CARD GAME

RGS 00811 • \$21.99 MSRP

Enter a world of fantasy, friendship, and super cute dragons! In *The Tea Dragon Society Card Game* players build a bond with their dragon as they progress through the seasons. Each turn you choose a card to play and trigger its effects, or buy a card to build your deck. As you gain memories with your dragon each season through memory cards, you will also start gaining points. These light deck building mechanics and easy rules make this a great game for families. There is no direct player on player competition and no hidden information, making this game extremely kid friendly. Though no matter your age, you'll love this beautifully illustrated cozy game!



GRAVWELL 2ND EDITION

RGS 02191 • \$45.00 MSRP

Think you can survive an encounter with a black hole? In *Gravwell 2nd Edition*, you must navigate your spaceship away from a black hole using only your tractor and repulsor beams. This easy to learn card drafting game challenges you and up to six players in a race to be the first one to the warp gate. A round consists of six turns, where players will choose a card from their hand to play, reveal them simultaneously, and resolve their movement. You must plan your



movements wisely, as your ship will lock onto the nearest mass form and depending on which beam you use, you can send yourself the wrong direction! Other players can also affect your movement using their multi point tractor and repulsor beams. Use your ship's abilities to gain an advantage over your opponents or to get yourself out of a tricky spot. Get a copy of this epic space racing game and see if you can emerge victorious!



LOTUS

RGS 00527 • \$30.00 MSRP

Take a walk through the lotus garden and grow beautiful flowers in

a card game that grows into a work of art each play! In Lotus players grow flowers one step at a time using a unique and clever card laying mechanic. You will have to befriend the insect guardians and use their special powers in order to take control of the garden and win the game. Other players are trying to get their hands on the mystical flowers of the garden and will do whatever it takes

to get them! If you are interested in solo games, the new second edition of *Lotus* released this year comes with a solo mode! The solo mode adds the Winter Lotus and keeps all the fun of the multiplayer game. Grab a copy of *Lotus* and experience this stunning game for yourself!

Sophia Gambill is the Marketing & Sales Coordinator at Renegade Game Studios. A lover of all things tabletop games, her knowledge of the hobby aids her in spreading her passion for games to others.





SEWERS TERRAIN DELVES INTO THE OOZE

WARLOCK TILES: CITY SEWERS CORE SET

WZK 16536 \$149.99

Available July 2024!

WarLock Tiles by WizKids give you the power to create highly immersive tabletop experiences with exceptional quality and intricate detail. The pre-painted, double-sided tiles feature a streamlined clip connection system that offers great versatility and modularity, allowing players to create customized three-dimensional settings with ease.

Warlack

FORGOTTEN SEWERS Stand-Alone Expansion

We recently announced our newest additions to the WarLock line: the City Sewers Core Set and Forgotten Sewers Stand-Alone Expansion. Releasing in July 2024, these 3D sewerscapes are dripping with theme, and possibly-sentient ooze. They're perfect for your next raid on a wererat gang or for tracking down the necromancers hiding under the city. These versatile and high-quality terrain tiles are compatible with other WarLock products, while also offering new

features like interchangeable wall decorations. Let's take a closer look at these new sets and see how they can be used to tell your story!

WARLOCK TILES: CITY SEWERS CORE SET

Delve below the city streets to brave the stained, dank tunnels that lie beneath. Carefully navigate narrow wooden walkways that keep your feet just above the channels of churning filth and muck. What dangers lie around the next bend or lurk beneath the retch-ridden river? Find out with the new WarLock Tiles: City Sewers Core Set!

This WarLock Tiles set includes new double-sided sewer channel tiles and walkway tiles. Channel tiles depict murky sewer water on one side and stone tiles on the other and can be stacked to create a rising tide effect. Walkway tiles serve as narrow passages to avoid the murky sludge and have worn wooden slats on one side and stone tiles on the other. Additionally, this set has full-height grime-stained sewer walls that are curved inward to invoke the feel of an underground tunnel.

Take immersion to the next level with brand-new peg-hole components, such as torches, spouts, and levers, that you can attach to the sewer walls to personalize your build. Each detail breathes life into your creation and offers fun elements for your players to investigate and interact with.

WARLOCK TILES: FORGOTTEN SEWERS STAND-ALONE EXPANSION

A barricaded passage, a lost and fetid conduit, and an uncharted subterranean landscape. You now trespass in a quiet darkness that has not known a human presence for centuries. What secrets lay misplaced in its ancient channels and condemned chambers? Find out with the new WarLock Tiles: Forgotten Sewers Stand-Alone Expansion! This stand-alone expansion does not require the City Sewers Core Set, although the tiles pair perfectly together.

In addition, WarLock Tiles: Forgotten Sewers comes with a rounded archway that can represent an ominous opening into a mysterious chamber or can be modified with special

plug components to make it look like a magical portal

composed of green flowing energy or a foreboding iron door that leaves the players wondering whether it's there to keep them out or to keep something in. Customize your build however you choose!

Using WarLock Tiles, players can bring their imagination to life in an immersive tabletop experience that will elevate your RPG s essions to new heights of excitement and creativity. Whether you need terrain tiles for building dungeons, caves, towns, or taverns, or are in need of other ways to immerse your players with battle mats or premium set dressings, WarLock has it all. Check out the massive selection of WarLock products today and start planning your next adventure!



WAR OF IMMORTALS

A god has been slain and nothing shall ever be the same again! In addition to two new classes are rules for running mythic games, archetypes for playing legendary characters, and a wide array of new items, spells, and monsters to tell stories straight out of myth!

PZ012000+HC-\$67/49



DIMINE MYSTERIES

This 320-page resource for both players and Game Masters is the comprehensive look at all things divine, making it an essential addition to any Pathfinder Second Edition campaign and a remastered update and expansion of the popular Lost Omens Gods & Magic volume!

PZ013003-HC-57999



CODSTAINS A DANHINDER NOVEL

The first Pathfinder novel in years promises a world-changing tale of epic scale set amids the War of Immortals! Using their uniquei skills, nascent god-sparks, and even the blessings of one of Golarion's deities, four heroes must race against time and fate to prevent the greatest threat to Golarion and beyond.

PZ013001HIG-\$29.99





TRIUMPHOF THE TUSK

Join the orcs of Belkzen in their war against the Whispering Tyrant-as society itself rearranges in the wake of the War of Immortals!

> PZ015207/SG, PZ015203/SG, PZ015203/SG-\$23/S3



PREYFORDEANH

The Red Mantis assassins are feared throughout the world for their ruthlessness. When a group of assassins are met with treachery, they must clear their names as greater plots and shocking truths reveal themselves.

PZ014002-HC-\$44.99



A COMBAT ZONE Game EDGERUNNERS

CYBERPUNK: EDGERUNNERS - COMBAT ZONE - 2-PLAYER STARTER MFC 46000 \$100.00 Available Q3 2024!

Hello from Monster Fight Club! We're proud to present Cyberpunk Edgerunners: Combat Zone, our latest adrenaline-fueled creation. This is an officially licensed skirmish game that brings the hit CD Projekt Red and Netflix series Cyberpunk: Edgerunners to tabletops worldwide!

Embark on unique missions as you navigate the neon-lit streets, where danger lurks around every corner. Forge alliances or watch them shatter in the blink of an eye. Deep dive into the Cyberpunk universe as you explore the legends of Night City and beyond, encountering iconic characters and facing off against deadly adversaries.

Designed to seamlessly integrate with the acclaimed Cyberpunk Red: Combat Zone, Cyberpunk Edgerunners plunges players into the heart of conflict, where power, ambition, and cyber-enhanced prowess collide. Choose your allegiance wisely - will you fight tooth and nail for the gritty streets of Santo Domingo as part of the Edgerunners gang, or will you wield the formidable might of Arasaka, the quintessential mega-corporation?



In Cyberpunk Edgerunners, there are no traditional turns. Players alternate activating their characters back and forth, occasionally Inspiring their Team to refresh used characters. Every action and activation is meaningful, engaging players as much as their own during their rival's turn.

Each character in the [RE]action System possesses a character card, gear, and program cards they might equip. Character cards feature one or more actions represented by Red, Yellow, or Green tokens. These each correspond to a specific die: a Red d6, a Yellow d8, or a Green d12. If you fail to defend against an attack with a Yellow or Green token, it turns Red to represent the wound you were just dealt. But your character gets taken out if you fail on a Red token! Movement distances and weapon ranges are similarly color-coded on the Limiter, with Red being the shortest (3") and Green being the longest (12").



The keys to the [RE]action system are [RE]acts! When a character is wounded by another and still has unused actions, they can [RE] act — returning fire, running away, charging forward, or any other action available to the character. This means your characters won't get taken out before they have a chance to act.

This system, described by some as "buttery smooth," can be played alongside, against, or mixed into your Cyberpunk RED: Combat Zone collection. Customize your gang or corporation with cybernetic enhancements, advanced weaponry, and more, ensuring each skirmish is unique. The core game includes 24 full-color StandUpz acrylic standees, ready to hit the table once assembled. Set up the board, pop the StandUpz together, and start playing a full skirmish campaign experience.

With easy-to-use acrylic StandUpz, dynamic terrain, and strategic gameplay, Cyberpunk Edgerunners: Combat Zone offers an unparalleled gaming experience. For miniatures enthusiasts, highly detailed miniatures corresponding to core box

characters are sold separately. Will you rise to become an Edgerunner legend or succumb to rival factions?

Immerse yourself in a world where the line between man and machine blurs, and uncertainty reigns. With Cyberpunk

Edgerunners: Combat Zone, the future is in your cyber-fist. Will you raise it high with the people or squeeze it closed? The choice is yours.

LIMITER - RANGE -YELLOW

Audrey Jaeger, keeper of the MFC Socials, Warchief of the Horde... I mean, Community Manager and Champion of Impromptu Dance Battles.

24





ROUL ON S

PLAY A MONSTER WITH

BATLÉZOO ANCESTRIES CLASSIC CREATURES

BATTLEZOO ANCESTRIES: CLASSIC CREATURES (5E)

RFC 24061 \$59.99 Available November 2024!

BATTLEZOO ANCESTRIES: CLASSIC CREATURES (PATHFINDER 2E)

RFC 24060 \$59.99 | Available November 2024!



With Battlezoo Ancestries: Classic Creatures, available for both 5th Edition and Pathfinder 2nd Edition, you can play all sorts of unusual creatures, including slimes and mimics, as well as even more outlandish options like intelligent weapons and dungeons! Each of the twelve creatures is fully balanced for play with the more standard options like humans or elves. They each come with lengthy write-ups, including multiple societal groups and plenty of feats so you can customize your character's personality, philosophy, and special abilities. The 5th Edition versions also have backgrounds matching a selection of the societal groups to help inspire you further.

Each of the twelve ancestries has their own unique story elements that you can use to create a compelling character. Slimes have an evolving nucleus granting them unique abilities, sometimes including sapience. Doppelgangers can become anyone they choose, but in the end, they

must grapple with their own identity. Medusakin sthenos are a people who only existed as a species for around a century, developing their own unique cultures and niches in the world around them. Awakened dungeons have mystic cores capable of producing an avatar to interact with the world around them, as well as to delve into the mysteries of their own inner dungeon. Mimics appear similar to inanimate objects, but those with particular obsessions seek the world beyond the dungeon to satisfy their curiosity. Sidhe are an ancient fey ancestry who follow their own sort of rules and morality based

on storybook logic, especially that of fairy tales. Renegade demons renounce the hold of their original sin in order to gain ultimate freedom at a price. Minotaurs treat life's challenges and the world around them as one big labyrinth to navigate and skillfully solve. Nymph wanderers have lost their connection to their ward, allowing them to travel far and wide in search of something different for each. Gremlins are mischievous tricksters and harbingers of misfortune who embody cautionary tales told from parents to children. Oni mavericks renege on a deal with a powerful evil force that allowed them to return to the mortal world, choosing to live life on their own terms rather than act in the way their malevolent sponsor desired. Lastly, intelligent weapons live

their lives in a world where most weapons are objects and their personhood is difficult for other people to accept.



In addition to the twelve main ancestries, there are four versatile heritages for characters of other ancestries who were influenced by or descended from some of the ancestries

in Classic Creatures: doppelborn possess a portion of a doppelganger's

shapeshifting abilities, faerie scions inherit some of the powers and the narrative logic of sidhe, nymphtouched form a connection to a nymph's nature, and slimehearts are partially slime with abilities to match. There are also three archetypes full of feats to further embody a demonic marauder, nymph queen, or oni yai adept! Let's take a peek at the introduction by the in-world narrator, Aitheria Nyx:





WHO ARE THE REAL MONSTERS?

I thank you, first of all, for your interest in those whom society has left behind. Those who have been deemed "monsters" due to their looks, or their origins, or their mindset. The fact that you're willing to look beyond that, to consider another perspective, means that you're someone truly special. And so it's for you that I've gathered these files on twelve of the most well-known yet misunderstood ancestries in the wide world around us. Take the time to empathize with them and to truly get to know who they are and why they are that way. Put yourself in their shoes, and imagine living just one day like they must every day. Your imagination holds the key to acceptance of the other, of that which you don't at first understand. Unlock that imagination and free yourself from your preconceptions!

Below, I've enclosed a brief description of all twelve files in this folio. Look them over carefully and see which resonates with you the most. Those should be your starting point on your new journey.

Read carefully and think deeply, opening your mind and heart to these so-called "monsters" in order to learn from what they have to teach. Until we meet again, fellow seekers of the truth! I am, as always...

—Aitheria Nyx, Herald of the Space Elements, Advocate of Monsters

KEY TAKEAWAYS ABOUT BATTLEZOO ANCESTRIES: CLASSIC CREATURES:

- 12 new playable ancestries/species for Pathfinder 2e and 5e: renegade demons, disguising doppelgangers, awakened dungeons, mischievous gremlins, intelligent weapons, shapeshifting mimics, hulking minotaurs, wandering nymphs, maverick oni, mysterious sidhe, amorphous slimes, and snakehaired stheno.
- 4 versatile heritages/subspecies: doppelborn connected to doppelgangers, faerie scions inheriting from sidhe, nymphtouched affected by nymphs, and slimehearts with slimy portions of their bodies.
- 3 archetypes: demonic marauder with powerful Abyssal combat techniques, nymph queen with primal magic and the ability to claim a territory, and yai adept with elemental abilities and third-eye ranged attacks.
- Expansive societal lore for each ancestry with backgrounds for 5e.
- Hundreds of feats are available to characters of the new ancestries and versatile heritages.





Demons are formed from the sins of fractious and malevolent souls, some would say destined to wallow in their sins and spread destruction and corruption for all eternity. But some demons escape the pull of that fate at great cost, expending most of their demonic power to write their own destinies. These renegade demons share many similarities to their Abyss-bound kin, but they have the potential to become great heroes and villains in their own right someday, able to challenge even the mightiest balors and win.

It takes an unbreakable will or other extreme circumstances to convince a demon to reject a portion of their fundamental nature as large as

their sin. Every renegade demon has their own story, and each of those stories is extremely interesting, rife with unique circumstances and powerful motivations. The process of first casting off the sin varies from renegade renegade demon demon, but no matter what. when they emerge having rejected their sin, they have an unparalleled control over their own future significantly weakened demonic

powers. Even so, it's not so easy to leave their sins in the past. Demons must be constantly vigilant, lest the chains of the Abyss find a way to worm their way back around their souls. It helps for them to have an obsession, pursuit, or cause. Many of them take up adventuring, whether as a means to an end to maintain their own path, for adventuring's rewards, or some kind

If you want to play a being formed of sin and ultimate evil who strives to

of mix of the two.

prove that you can be something more, or carve your own path into the multiverse, you should play a demon.

You Might...

 Pursue an eccentric obsession as a way to fill the gap inside you from rejecting your demonic power.

> Struggle with temptation or going too far, especially when it's associated with your original sin.

> > Have to work ten times as hard to earn even a fraction of the trust that mortals place in each other.

Others Probably...

· Assume that you are a typical demon who is attempting to pull off a particularly poorly-conceived charade.

 Experience a fight or flight response when they first see you.

> Believe you are more powerful than you actually are and trust that strength, if not your intentions.

Physical Description

Demons have appearances so diverse between heritages that it would be almost impossible to identify individuals as demons rather than some other creature definitively, were it not for countless legends of their evil deeds, complete with textual descriptions

and illustrations. Demons are the ultimate things that go bump in the night, as well as the subject of moral allegories guiding mortals away from a life of sin. Renegade demons sometimes have an aspect that defies the expectations for a normal demon of their heritage, but more often, the two are visually indistinguishable from one another, and it is only through actions that

the renegade demon can prove themselves distinct from their brethren trapped in the throes of sin. Mariliths are an exception, as a distinctive part of a normal marilith's physiology (their six arms) depends on their sin of pride, thus causing renegade mariliths to look obviously different. The following are physical descriptions of each heritage, with a few ideas of ways in which an individual might vary if they are one of the rarer renegade demons who are visually distinctive.

Most renegade babaus, like normal babaus, appear as skinless demonic figures dripping red with blood, with sharp teeth, long nails on their hands and feet, a barbed tail, and a single horn. Renegade babaus with a distinctive appearance sometimes are a different color than red, possess less vicious-looking hands and feet, have a different kind of tail, or even have a layer of skin that makes them look far less demonic until the presence of too much gore stimulates their cast-off sin, causing their body to weep blood from every pore.

Renegade brimoraks tend to share the appearance of their Abyssal kin, with sooty goat heads and horns, red eyes, and smoking hooves. Not all of them carry flaming swords, though it's not an uncommon aesthetic choice for brimoraks who can afford such magic. Those with appearances belying the norm might have different color goat fur or eyes; the goat head is constant even then, but they might pass as a different goat-headed creature.

Renegade dretches typically have tiny horns and long downward-pointed ears like cows, sharp teeth like sharks, claws like a mole's, and a distended torso, all features they share in common with more typical dretches. Those who buck the trend tend to lack one or more of these features.

Hezrou renegades, as is typical for hezrous, resemble a cross between a giant toad and a gorilla, with jagged rocks, moldy fungi, and bloated warts growing along their back. Those who vary from this norm still tend to have the basic body shape of a hulking toad; more often what grows off their back is different, with fewer toxic plants or menacing stones. More hezrou renegades have variant appearances than other heritages because, to an extent, they can curate the contents of their backs, and a fair number choose to do so as an art form and venue of self-expression.

Marilith renegades are the most distinctive from their brethren in the Abyss. Pride demons normally manifest up to six arms from their sin of pride, but renegades who abandon that sin possess two normal arms, with up to four spectral arms occasionally appearing in certain circumstances while their confidence in themselves remains high. They otherwise appear as mariliths, with a human upper body and a snake lower body, but their snake lower body is slightly shorter than other mariliths, causing them to be medium-sized. When they're feeling uncertain, they might be mistaken for a lamia matriarch or other ophidian-tailed creature. Those renegades who take this distinctiveness even further might have unusual features adorning their human upper half, but they all possess a serpentine lower body.

Renegade omoxes regain some of the physical form they lost upon becoming a demon, still appearing with an oozelike consistency but retaining a coherent humanoid shape. No longer are they half-melted mockeries and caricatures of other creatures, but instead they have a form of their own. Those with even more unusual features might appear to be formed of a cleaner sort of ooze and slime, rather than from filth and sludge; these renegade omoxes can sometimes be confused with slimes adopting their humanoid shapes. The best way to tell the difference is to look for the nucleus, which is present in the slime but not the unusually-appearing renegade omox.

Renegade succubi generally keep the usual aesthetic, with a long sinuous tail, bat wings, and a pair of horns with an especially alluring humanoid body.

RARITY

Rare

HIT POINTS

10

SIZE

Small, Medium, or Large (depending on heritage)

SPEED

25 feet

ABILITY BOOSTS

Strength or Charisma Free

LANGUAGES

Common, Abyssal
Additional languages equal to your
Intelligence modifier (if it's positive). Choose
from Aklo, Celestial, Draconic, Infernal,
Protean, Requian, Utopian, and any other
languages to which you have access (such
as the languages prevalent in your region).

TRAITS

Demon, Fiend

DARKVISION

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

DEMONIC FORTITUDE

Your body is tougher than a mortal's, causing you to gain 1 additional Hit Point per level. However, as a renegade demon, you can be easily harmed by good damage or corrupted by evil damage. Regardless of your alignment, you can take both evil and good damage, and you gain weakness to both damage types equal to half your level (minimum 1).

RENEGADE

As a renegade demon, you are free from the fetters of your sin and can choose your own destiny. Unlike most other demons, you don't have the sin vulnerability typical for demons of your heritage. However, you've severed your connection to the Abyss, so you can't use the abyssal pact ritual or other similar abilities.

BATTLEZOO ANCESTRIES CLASSIC CREATURES

Introduction Demons

Doppelgange
Dungeons
Gremlins
Intelligent
Weapons
Mimics
Minotaurs

Oni Sidhe Slimes Sthenos

Nymphs



Intelligent Weapons PATHEINDER



In the most exciting stories of heroism, the heroes' weapons stand out, with their names and powers passed down for generations. But sometimes, the weapon is the hero. Intelligent weapon characters possess intelligence and a spark of life, allowing them to break beyond the preconceptions of what an "item" can or should do and show the world that they are people like any other.

Intelligent weapon characters have origin stories that vary wildly from weapon to weapon. Some were always intelligent or created that way on purpose. Others were due to a curse or magical accident or even through unintentionally absorbing their creator's or another creature's mind. Or they became intelligent later on—possibly much later. Many cultures have specific legends describing this effect; for instance, oni believe that after 100 years, an object has a chance to gain a spirit and become sapient, and the existence of tsukumogami lends credence to this idea. Even beyond the first awakening to sapience, some intelligent weapons take quite some time before they progress from a normal intelligent weapon to an intelligent weapon character with increased agency and talents as a fighter, wizard, or other class.

Regardless of the timing and origin of an intelligent weapon's awakening to sapience and agency as a character, many intelligent weapons experience a period of exploration and wanderlust after the process is complete. They often wish to learn about the world around them and experience its facets and nuances. However, some intelligent weapons avoid this tendency due to their awakening to intelligence

due incorporating an creature's mind existing (often their creator), so they already have memories of the experiences from their old life.

Intelligent weapon characters sometimes have to be carefulnot every society has laws nuanced enough recognize their agency and dignity as sapient beings, and depending on their heritage, even societies that recognize their rights might ostracize them for manipulating the rights of others.

If you want to play a character whose true form is a magic weapon, you should play an intelligent weapon.

You Might...

 Have a unique perspective on what it means to be an "object" or a "person."

 Take the view that a whole (such as a wielder and weapon working in perfect sync) is greater than the sum of their parts.

 Possess qualities related to your weapon's form and function.

Others Probably...

 Slip back into old habits without reminders, either thinking of you as an "item" or "object" or coming to unconsciously think of the body that wields you as the "real" you.

 Expect that you possess marvelous magical properties in keeping with your intellect and

Trust that you know your way around a fight.

Physical Description

Intelligent weapons look just like weapons of various types, though often surrounded by a visible glow or aura of powerful magic. Depending on their heritage, they might also have a projected avatar that wields them,

a vacant body they've possessed, or a wielder who's along for the ride. Each of these is visually distinctive, and the avatars and wielders can be from all sorts of ancestries. Ultimately, this means that despite their commonalities, intelligent weapons have among the

greatest visual distinctiveness of all ancestries. Coming to life means that intelligent weapon characters are truly living creatures, complete

with a mystical circulatory system that sends glowing magical power and life force throughout their weapon body, and this can lead to telltale signs if a perceptive and knowledgeable scholar investigates their appearance carefully.

Society

Intelligent weapons don't awaken in communities with one another, except in extremely rare circumstances, such as an armory where a civilization mass produces intelligent weapons to use in war. Or in a workshop where a lone legendary blacksmith builds the family they never had, one intelligent weapon at a time. Regardless, they often find themselves drawn to each other, curious to share their experiences with others who have the same life experience, one so different from those living around them.

Arsenals

Although intelligent weapons can come from various backgrounds and experiences, they often end up with similar ideals and concepts of the world around them. Whether they complete their period of wanderlust, come with memories of an experienced individual, or go about learning in some other way, eventually a newly intelligent weapon develops a more mature perspective on their life. Sometimes, this is a personal philosophy, while other times, it's influenced by other, more experienced, intelligent weapons they met throughout their travels. The first intelligent weapon who codified these different philosophies decided to call them "arsenals," and the term stuck. Because of the unique experiences of each individual intelligent weapon, there are dozens, if not hundreds, of minor arsenals, but six stand out as especially popular: battleseekers, embodied, itemspeakers, ramblers, smiths, and upgraders.

Battleseekers

Weapons are made to fight, and so the greatest thrill and sense of purpose for an intelligent weapon must be in the heat of battle, clashing in mortal combat against another weapon and that weapon's wielder to determine which weapon is stronger and whose skills are greater. Battle is when weapons can truly feel alive. Such is the credo of battleseekers, a popular arsenal among the more hotblooded and martially minded intelligent weapons. Battleseekers tend to include some of the most individually powerful intelligent weapons of any arsenal, but they are often just that: individuals. A given battleseeker is usually much more interested in increasing their own personal skills and testing them out in a fight than they are in advancing the battleseeker arsenal's philosophy in general or teaming up with other battleseekers to achieve a greater goal. In the same vein, when two battleseekers meet, it's almost inevitable that it will come to a fight, at least until they can establish which of the two is stronger. These personality traits have kept the battleseeker arsenal from flexing their combat power against other arsenals, and indeed, most battleseekers see their fighting and increased prowess as more of an end than a means.

This individualism doesn't mean that battleseekers can't team up with other adventurers in order to grow stronger together, though they're much less likely to team up with a rival intelligent weapon than with other ancestries. Adventuring companions of a battleseeker should expect regular duels and sparring matches, especially when the battleseeker or a companion gains an exciting new special move or significant increase in combat ability. This helps the battleseeker continue to hone their strength and gauge their allies' progress in relation to their own. If their allies are outpacing them, the battleseeker must contemplate deeply and determine the cause in order to improve their growth, and if the battleseeker is the one advancing fastest, they might need to find a way to pull their companions up so they don't stop being useful sparring partners. While others sometimes mistake battleseekers as thoughtless, that's hardly the case;

RARITY

Rare

HIT POINTS

8

SIZE

See heritages

SPEED

25 feet

ABILITY BOOSTS

Constitution Free

LANGUAGES

Common

Additional languages equal to 1 + your Intelligence modifier (if it's positive). Choose from the initial language choices of your creator's ancestry (or the creature whose intelligence sparked your own), and any other languages to which you have access (such as the languages prevalent in your region). If your creator or the creature that sparked your intelligence was someone without a list of starting languages (such as a Bestiary creature that only speaks a single language and doesn't have an ancestry), or you somehow arose separately from any other creature, work with your GM to determine an appropriate list of languages. In that case, Aklo, Draconic, and the languages of any of the common ancestries that live nearby are all good choices to include. Regardless of your heritage, you can hear and speak languages aloud like other creatures. If your heritage has a wielder, you speak through your wielder's body, and otherwise you speak from your weapon body instead.

TRAITS

Construct

LOW-LIGHT VISION

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

(continued on page 82)

BATTLEZOO ANCESTRIES CLASSIC CREATURES Introduction Demons Doppelganger Dungeons

Weapons
Mimics
Minotaurs
Nymphs
Oni

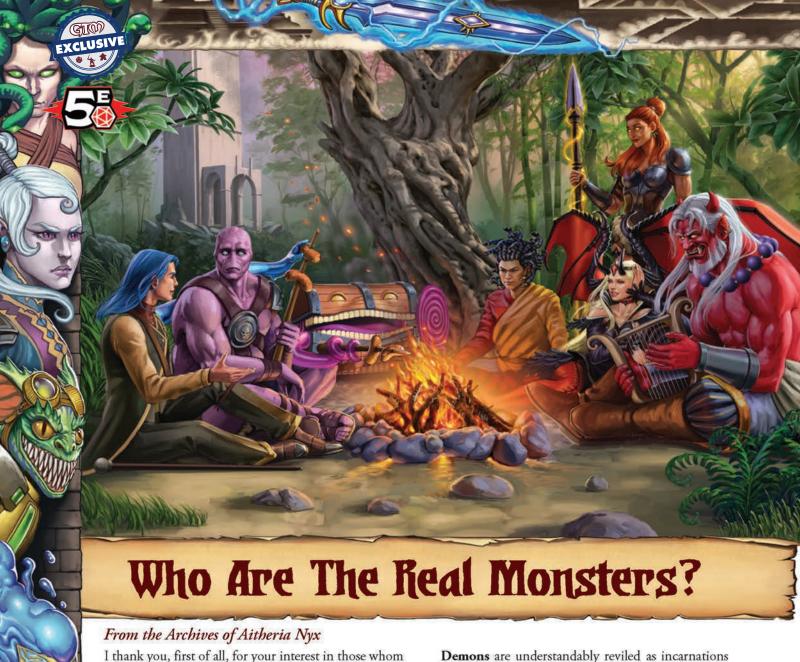
Gremlins

Intelligent



Sidhe





I thank you, first of all, for your interest in those whom society has left behind. Those who have been deemed "monsters" due to their looks, or their origins, or their mindset. The fact that you're willing to look beyond that, to consider another perspective, means that you're someone truly special. And so it's for you that I've gathered these files on twelve of the most well-known yet misunderstood ancestries in the wide world around us. Take the time to empathize with them and to truly get to know who they are and why they are that way. Put yourself in their shoes, and imagine living just one day like they must every day. Your imagination holds the key to acceptance of the other, of that which you don't at first understand. Unlock that imagination and free yourself from your preconceptions!

Below, I've enclosed a brief description of all twelve files in this folio. Look them over carefully and see which resonate with you the most. Those should be your starting point on your new journey. **Demons** are understandably reviled as incarnations of rampaging sin and evil... but some demons refuse to allow their sin to define them and go renegade, and those are the demons I've focused on in my first file. Imagine the willpower required to cast off their predestined role in the afterlife and become someone new! No longer ruled by their sin, renegade demons seize control of their own future, but they also lose the abyssal power their sin once granted them.

Doppelgangers are notorious shapeshifters whose very name inspires paranoia in most humanoid societies. But not all doppelgangers are intent to infiltrate, subvert, and destroy a group from the inside. Many wish to live their lives and learn who they truly are, rather than define themselves as mere reflections or imitations of another creature.

Dungeons are perhaps the most unexpected ancestry. After all, everyone has heard of a "dungeon," which is an edifice containing creatures, traps, treasures, and

more, but few have ever seen or even conceived of a sapient dungeon with a mind, soul, life force, and hidden core within. These dungeons project avatars in order to interact with the world around them, at least once their core is powerful enough to do so. Often, a sapient dungeon has more mysteries hidden inside the dungeon within, and it's always worth helping one explore themselves and discover the truth.

Gremlins are mischievous fey, famous for fearsome pranks, curses, and sabotage. While many gremlins are malicious, others perform their mischief for more productive reasons, such as serving as important failsafes or guardians of natural locations. Their pranks appear cruel, but their actions follow the stories that mortals tell, like swimmers in the wake of a powerful current. Those who choose to swim against the current find their own path.

Intelligent Weapons are more commonly paired with mortal partners, but some are more capable than that, able to act as an ancestry in their own right. These intelligent weapons have increased agency, either due to being able to animate themselves on their own without a wielder or by manifesting their own wielder or exercising greater control than usual over a vacant wielder or a cooperative one. Surprisingly, life can be more complicated for an intelligent weapon than it can be for a dungeon! At least the dungeon's avatar acts mostly like a normal creature of its apparent ancestry. Understanding intelligent weapons means learning to look past the instinct to objectify them.

Mimics usually stay in dungeons, pretending to be some object of dungeon decor and waiting for prey to come to them. But some mimics aren't content to hibernate for years or decades until the next explorer shows up. They want to see the world and be proactive, whether that's to taste every meal that exists, build and perfect their very own lair, or for any other reason, as varied and diverse as any other ancestry.

Minotaurs see the world as one big labyrinth, and so the only way through life is to learn to navigate it. Many other ancestries have misconceptions about minotaurs, perhaps due to stereotypes from the animal features, perhaps due to some minotaurs worshiping demon lords and becoming famous, or maybe a little of both. In truth, minotaurs have a complex and interwoven tapestry of culture, making the common view of them quite ironic.

Nymphs to most humanoids, and because so many people judge based on looks with a bias toward the beautiful, nymphs tend to receive a much better reception than most of the other ancestries I've filed together in this folio. This is quite amusing, since nymphs, while typically benevolent, can be just as dangerous as any other ancestry I've detailed here. Ask anyone whose relative has gone out to dance with the maenads whether nymphs are harmless! Or those who, sometimes quite unknowingly, encroached on

a nymph's domain and were made to pay a price the fey found fair for their trespass. Stories abound about a hunter who poached in the domain of a powerful nymph queen too many times, transforming into a stag for his own hounds to hunt down.

Oni are sometimes the biggest victims of all the ancestries in this folio (though they could find kinship with lamias, whom I shall discuss in detail once I've completed my next bit of research). This is because they were punished based solely on their performance and not their intention. When they failed to guard their ward, with no excuses allowed, they were given an eternal torment of living in a disembodied twilight realm where they could see the tantalizing mortal world around them and watch things happening while being completely unable to partake or interact in any way. No matter how it tormented them (or perhaps, specifically because it did), there was nothing they could do. Their agency was stolen. Typically, oni make a pact with a powerful evil to return and indulge in what they had lost in exchange for advancing the evil force's agenda. However, some oni mavericks accept the pact, but then renege, choosing to live their own life now that they've returned to our world.

Sidhe are the fairy tale folk who live in Otherworlds found under hills and in various other places. They might look like mortals (specifically, they look fairly similar to elves), but they follow their own alien logic. Like nymphs, they are a perfect example of how our perception of "monsters" is based so much on appearance and first impressions. To understand sidhe, we must first understand Fate, their concept of a deific force that guides their path toward the sort of storybook logic present in fairy tales and other narratives. As a result, our common sense and sidhe's are quite far apart.

Slimes are typically infamous for being weak oozes with a nucleus capable of evolving into various stronger forms. Since most slimes are mindless, they have a certain reputation that isn't unearned, but when their nucleus evolves to sapience, that's a different story. Sapient slimes are an ancestry like any other, and they have to overcome people's impressions of mindless slimes in order to engage with societies.

Lastly, **sthenos** are perhaps the newest ancestry, in the sense that they've only existed for around a century. This means they're just beginning to establish their own distinctive cultures, and other societies are learning how to integrate with them, especially since they look like medusas.

Read carefully and think deeply, opening your mind and heart to these so-called "monsters" in order to learn from what they have to teach. Until we meet again, fellow seekers of the truth! I am, as always...

—Aitheria Nyx, Herald of the Space Elements, Advocate of Monsters



Sidhe -

Sidhe are the "fair folk" that are the origin behind countless fairy tales warning about trespassing, hospitality, and strange rules of courtesy. They are the otherworldly nobility whose beauty and alien morals entrance and terrify mortals and who follow the logic passed down through oral tradition. But to sidhe, they are just people, and mortalkind are equally confusing and perplexing.

Ultimately, the first thing that sets sidhe apart is the fact that they choose to set themselves apart from other species physically and spatially. Their species's name derives from the word for their faerie halls, palaces, and otherworlds, often accessed through hills, mounds, or other similar entryways. In fact, the sidhe penchant for creating otherworldly spaces via subterranean entrances or in places with great natural or magical power has led some scholars to believe that sidhe might have been responsible for creating the first intelligent dungeons.

By creating their own realms and faerie courts, sidhe began the process of weaving their own rules, etiquette, and stories. Sidhe have lifespans long enough to make elves seem like mere children, and over the course of time, these rules and stories became real for sidhe, a distorted reality that they can force others to share under certain conditions. Thus, folklore spread among other species on how to avoid the dangerous actions of malevolent sidhe: don't eat the faerie food, don't offer insult or trespass, and always carry cold iron. Parents whisper these and other tales to their frightened children, hoping that

sidhe won't take the children for their own purposes and replace them with something else from

their own realms.

Only a small minority of sidhe seek to cause such

mischief and mayhem, but they are the sidhe most likely to interact with mortals in the first place. Most other sidhe isolate themselves in their own realms, where they can pursue their passions uninterrupted by any but other sidhe or allied fey. Adventuring sidhe, known as "sidhe heroes" with a bit of playful derision by other sidhe, are the exception among exceptions. They seek the outside world

for a variety of reasons, rarely related to playing tricks on mortals or maliciously punishing those who fail to show them the appropriate respect. They might adventure to learn more about the mortal world, to enjoy the thrill of it, to partake in a grand quest for honor, to curate their own narrative and avoid a prediction of calamity, or for countless other reasons still.

If you want to play an enigmatic fey from an aloof, beautiful, and menacing species famed for their connection to folklore and fairy tales, you should play a sidhe.

You Might...

- Follow your own eclectic set of rules, compulsions, and narratives.
- Consider yourself superior to mortals due to your faerie heritage.
- Have difficulty understanding exactly why your mortal companions make certain decisions and distinctions that don't seem obvious to you.

Others Probably...

- Assume that you are ancient, powerful, and wise, knowing and understanding far more than you actually do.
- Worry that you might curse them for the pettiest slight or insult, or replace their children with a faerie changeling.
- Find your worldview and morals difficult to understand.

Names

Sidhe names tend to be lyrical and challenging for those who don't speak Sylvan to pronounce, with novel vowel and consonant combinations. These names they give to others are merely their public names, however. They keep their private names secret to only themselves and others who need to know, since those might give a clue about the sidhe's true name. Their true name, of course, remains a secret they guard with their life, as it allows others to influence them. Sidhe often take epithets, kennings, or titles based on their roles or accomplishments, which they sometimes use as part or all of their public name. Sometimes sidhe have multiple public names, and they might pretend one of them is their private name.

Sample Names

Ailil, Aoife, Auberon, Diana, Knight of Roses, Medb, Morgan, Pied Piper, Scáthach, Tamlin, Uonaidh.

Sidhe Traits

Your sidhe character has an assortment of inborn abilities, many of which are shared by others of your kind.

Ability Score Increase. Your Charisma or Intelligence score increases by 2, and one other ability score of your choice increases by 1.

Age. A sidhe's age depends greatly on the needs of their story, but sidhe generally reach adulthood slightly more slowly than humans and can live several centuries or more.

Alignment. Sidhe find humanoid morality nearly incomprehensible, and thus tend to be neutral or evil, although many good sidhe exist as well.

Size. Though their cosmetic differences vary, sidhe are usually the same size and stature of a typical adult human. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey. Your creature type is fey, rather than humanoid.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Not Today. When you feel your story would be cut short unjustly, you can deny your ill fortune. When you fail a saving throw, you can reroll the die and use the higher of the two results. You can't use this trait during a final, campaign-ending encounter or against any effect that would result in an appropriate end to your story (as determined by the GM). Once you have used this trait, you must finish a long rest before you can do so again.

Languages. You can speak, read, and write Common and Sylvan.

Subspecies. Each sidhe subspecies has unique characteristics, magic, and stories, setting them apart from others. Choose one of the following sidhe subspecies.

Aes Sidhe

You're an aes sidhe, from a line of enigmatic scholars who understand the mysteries of ancient crafting magic used to build the sidhe realms.

Cantrip. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Magical Crafting. You have proficiency with one artisan's tool of your choice. In addition, when you craft a magic item during downtime, the time and materials needed to craft the item are halved.

Baobhan Sidhe

You're a baobhan sidhe, from a line of captivating performers who drink the blood of bleeding foes.

Captivating Performance. You have proficiency in the Performance skill. When you make a Dexterity or Charisma check using Performance to dance, you can add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Claws. The tips of your fingers end in wicked claws. When you hit with an unarmed strike using your claws, you can use Dexterity instead of Strength for the attack and damage rolls. Your claws deal 1d4 + your Strength or Dexterity modifier piercing damage, instead of the normal damage of an unarmed strike.

Cait Sidhe

You're a cait sidhe, from a line of tricksters who can switch to cat form at will.

Cat Form. You can use an action to magically polymorph into a cat, or back into your true form. Your cat form is specific and unique but typically has black fur with a spot of wildly different color on your chest (usually white). You can speak while in your cat form, and you can cast any spell you know that doesn't require material components. You can't take any other action that would normally require hands.

Jinx. You can jinx another creature to cancel their fortune for a time. As an action, choose a creature you can see within 30 feet of you. The target must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target has disadvantage on the next attack roll, saving throw, or ability check it makes before the end of your next turn. If the saving throw is a natural 1, the target instead has disadvantage on all attack rolls, saving throws, and ability checks it makes before the end of your next turn. Once you have used this trait, you must finish a long rest before you can do so again.

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COMMUNITY BUILDING THROUGH COMPETITIVE STORYTELLING

AMILY

IT'S KIND OF A FUN STORY FAMILY EDITION

PHC IKOAFSFE......\$24.99

Available Now!

We've all been there... You're at a party, family get-together, or just having a night in with friends. Someone pulls out a party game and the divisions immediately form. Two people go to the kitchen to "get another drink" and never come back. Instead, they opt for an intimate conversation while everyone else sits around a table voting on whose sense of humor aligns the most with their own.

Three friends from Chicago saw this happening at their own game nights and had had enough with this divide. So, they looked to create a game in which these two groups would want to come together. A space where casual gamers can have fun and those seeking deeper connections could learn more about each other. The original *It's Kind of a Fun Story*, and PopHaus Collective as a company, were born out of this desire and have been building deeper connections amongst players since the game's release in 2021.

SIMPLE GAMEPLAY
WITH A DEEPER MESSAGE

On paper, It's Kind of a Fun Story is a straightforward party game. Players take turns drawing from a deck of cards and following the instructions, based on one of four card types, to try and be the first player to earn seven points. Drawing a Story Card prompts a player to tell a story from their life for two points. If another player thinks they have a better story, they can play one of their two Hear Me Out Cards to try and one-up the first. The table votes on their favorite story and that person earns the card and points. This "moment in the spotlight" gameplay is broken up by Left or Right, Point a Finger, and Everybody Answers cards. These cards may have players make quick decisions about each other or flex their creative muscles with round robin style answers for one point each.

But what lies beneath this basic game are mechanics purposefully designed to allow players to lean into sharing their experiences,

EVERYBODY ANSWERS

I Point

If you came with a warning label, what would it say?

What is your favorite memory about a family pet?

What life lessons are you learning from the player on your right?

Who would get abducted by allens and immediately sent back home?

The player on each side must show their best model walk. You choose the winner.

celebrate each other's highs and lows, and leave each game feeling closer to the other players. All R-Rated content is clearly marked so players can customize their game based on who is playing. A

limit of two Hear Me Out cards each makes sure that one player is not stealing the spotlight. Broad question topics in a massive deck allow players to choose what they're comfortable sharing. Don't have a story for a card you pull? Skip it and draw the next one. And to truly make sure the atmosphere of the game stays welcoming and inclusive, each player is given an unlimited use Nope Card that they can hold up if a topic enters an area they are uncomfortable with. Inspired by John Stavropoulos' X-Card for TTRPGs, this card really represents the heart of this game - a tool for building community and trust in a gaming environment that accepts players wherever they are during any given playthrough. The whole game ends up becoming less about the

points and more about the similarities and differences that shape our relationships with each other.

CROSS-GENERATIONAL PLAY: THE FAMILY EDITION

As the popularity of *It's Kind of a Fun Story* has grown, parents have shared their love of the game and their wish that they could experience these same moments with their children. However, removing the R-Rated cards isn't always enough for a younger audience. Built for a 17+ age demographic, the original game often requires lived experience and an introspective look into players' pasts; not necessarily questions a nine-year-old would be able to answer.

In response, the team at PopHaus built a new version of the game from the ground up, It's Kind of a Fun Story: Family Edition. Stories in this stand-alone game focus more on aspirations, imagination, and experiences that players of all ages can relate to. Left or Right card topics have also been adjusted to save parents from having to "reward" a child for a positive quality and othering another young player in the process. The beauty of this new edition is that it not only shines through cross-generational play, but can also be played among multiple families, whether they are blood related or not. The team at PopHaus is extremely excited to be able to bring a new generation of players closer together through this magical experience.

No matter your age or background, everyone has a story to tell and deserves to be heard. This is an experience that you will not want to miss so be sure to grab a copy; your loved ones will thank you for the stories.

Josh Kemper is a co-creator of It's Kind of a Fun Story and a Partner at PopHaus Collective. He lives in Chicago, IL with his husband, his dog, and his collection of strategy games that he can never get his friends to sit down and play.



BATTLE BEST CLASHING ARMIES



CATATYST

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RIVAL RESTAURANTS

GCS 200 \$58.99

Available July 2024!

RIVAL RESTAURANTS: BACK FOR SECONDS EXPANSION

GCS 203 \$25.00

Available July 2024!

Rival Restaurants is a fast-paced, asymmetrical strategy and negotiating restaurant-owning game that combines gourmet cooking, unorthodox business practices, and culinary sabotage all in one pot! Stepping into the culinary arena with their gastronomical expertise and a healthy sprinkling of competitive spirit, chefs embark on a race to make their restaurant the best one in town. To begin, players select one chef and one restaurant, each with unique abilit ies and play styles, to cook recipes and earn popularity points. The end goal: be the first to the top and get crowned "The Wiener"!

Unlike many games where you must wait for your turn, in Rival Restaurants, it's ALWAYS your turn. Because in the

> restaurant world, time waits in which

for no one! During game play, each "Day" is divided into three phases (Money & Move, Buy & Barter, and Cook & Counter) all players act simultaneously. During Money and Move, Chefs gather their income and use the movement wheel to choose which shop to go to. During Buy & Barter, chefs are given 1 minute to make buy ingredients and restaurant services as well as

barter with other players for ingredients, coin and even future favors with other chefs. Shop counters are refreshed and chefs scurry back to their

respective restaurants to cook their recipes

during Cook & Counter.

In this kitchen stadium, there is more in store to zest things up! Save up dough for kitchen upgrades, like a double cooktop or a celebrity endorsement, to get ahead in the game all the while managing the tidal wave of garbage created by cooking. Or, throw game-

breaking action cards like Rat Infestation, Raiders of the Lost Pork or Ninja Attack to gain a competitive edge, knock your opponents down to size... and create unintended enemies and allies! Feeling Mexican, Chinese, or perhaps French? In each game, players will pair one of

12 superpowered chefs with 8 themed restaurants in order to create various power combinations to give each game a different strategy and flavor. Combine that with 48 different, beautifully illustrated recipes and you have a game baked with as many layers of replayability as your grandma's lasagna. Pummel your way through your competition as Biff Brobeque, the meathead chef, or box out other players with the girth of Lovehandles McFatterson, the plus sized chef. So whether you're a Steady Betty, an unapologetic hoarder, someone who likes to pick fights or a chaotic neutral, there are many ways to play and many ways to win!

This distinct, simultaneous game play makes Rival Restaurants a dynamic game that eliminates wait times, analysis paralysis and linear strategies and brings to life the fun organized chaos of running a restaurant in a way that is thematically consistent, exciting and always changing.

Hungry for more? Rival Restaurants: Back for Seconds is the first expansion to our base game. In Back for Seconds, 8 powerful chefs



and 6 new restaurants join the culinary arena for kitchen supremacy, plus more action cards and mouth-watering recipes. Peruvian, Jamaican, and Indian cuisines enter the scene, to name a few. Dominate the kitchen as Pita Pocketdopolis, the Greek Gastronomer, or flatten your rivals as Frieda Bierzeller, the Hammer of Hamburg. But there's a new wrinkle in the Rival Restaurants universe - the Event Deck. Global events now occur and apply to all players, whether it be Surge Pricing, Starch Madness, or the dreaded snap of the Infinity

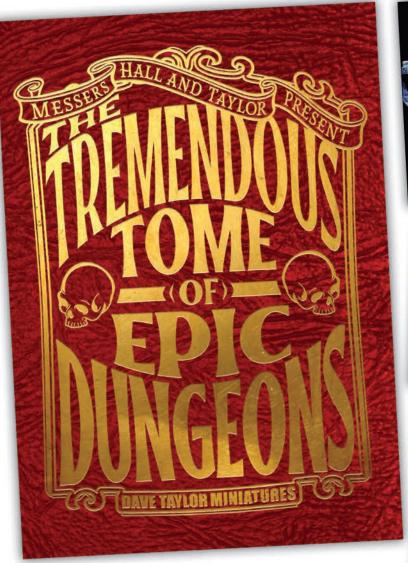
Mitten. Not only must you continue to deliver perfect cookery in your quest to be the best, you must now strategize and "mise en place" for these events, because after all, anything can happen in the restaurant business.

If you love food and you love games, Rival Restaurants fits the bill for an engaging, rowdy PvP board game experience every time. You may find yourself running frantically for all the ingredients to a British Sunday Roast, bidding exorbitant prices for a pepper, or pulling a utility heist on your competition in any one playthrough. One reviewer puts it this way: The game is visually stunning and provides engaging gameplay that will have you fighting over everything from leafy greens to restaurant garbage." As a game designer, creating fun games that leave you with memorable experiences is what it's all about, and getting to highlight delicious dishes from around the world is simply an icing on the cake. Here at Gap Closer Games, we aim to bridge the gap between people through games, and both food and games are wonderful ways to do so. We hope you enjoy – Bon appetit and game on!

Perrie Chew is Gap Closer Games' official Social Media



Perrie Chew is Gap Closer Games' official Social Manager and is married to Rob, the creative engape Closer Games. Perrie is a girl mama of two lover, an amateur gardener and a food enthusic always ready to do the 8-clap to show her UCL has come a long way from her early years of and the first 'Gran Turismo' when there were yet of 'PlayStation'. You can catch her romping through the even on occasion, besting her husband in a game of and Honey Buzz. Her gaming philosophy: there's always and the state of the s



Jeff Hall and Dave Taylor absolutely LOVE miniatures and scenery and combining them with roleplaying games. Over the last few years they've been stalking some of the best RPG table builders online, and in this Tremendous Tome they've brought together more than 20 builds from around the globe.

From the teams at Dwarven Forge, Printable Scenery, Steve Jackson Games, Monster Fight Club, WizKids, and more than a dozen incredible individual builders, you will be excited and inspired by the amazing builds that cover many wonderful fantasy environments. As you enjoy this lavish book that highlights the incredible imaginations and crafting skills of the builders, you'll be inspired to start on your own amazing creations!

THE TREMENDOUS TOME OF EPIC DUNGEONS (160p) - \$55 MSRP



PAINTING HAPPY LIL MINIS





WITH DAVE TAYLOR

EPISODE #71 - LIMITED PALETTE

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintipobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – Build Paint Play – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajeski, and occasionally by other painters who each bring great advice and their own style to the conversation.





EXPERIMENTING OUTSIDE OF YOUR COMFORT ZONE

On a recent episode of *Build Paint Play*, my co-host Jake mentioned that he was probably never going to use some of the more vibrant Warpaints Fanatic colors he had been sent by The Army Painter because they simply didn't fit into the color schemes he was using for his Flesh Eaters Space Marines and a few other projects he is working on.

A few folks in the chat (along with our guest) suggested he try painting something outside of his planned minis, and outside of his comfort zone. Paint something that might spark more ideas, as well as some joy.

We also talked about the Twitch livestreams of Jamie Daggers, were she regularly paints models only using four colors. You can check out her streams for more ideas: https://www.twitch.tv/jamiedaggers

This, of course, lead to a general challenge for all of us to paint something with colors similar to those pictured top left. I immediately thought of applying them to something "tropical" like a caterpillar (bottom left) and dug out this centipede-like creature from the Epic Encounters Labyrinth of the Goblin Tsar set. R ather than copy the caterpillar reference directly, I switched up the scheme and had some fun. As most of our acrylic hobby paints contain pigments from multiple colors (to acheive a specific hue, tone, or coverage) it is always a good idea to see how they mix together before you launch into a brand new color scheme.

The miniature used as an example on these pages is from Epic Encounters set from Steamforged Games.



I started with a coat of The Army Painter Matt Black spray primer, then a zenithal prime with The Army Painter Matt White spray.



I then Painted the body of the beast with The Army Painter Wicked Pink.



I drybrushed the scales with a 1:1 mix of The Army Painter Wicked Pink and Lava Orange.



I then drybrushed the tops of the scales with The Army Painter Lava Orange.



I painted the legs with Wicked Pink, highlighted with a 1:1 mix of Wicked Pink and Bright Sapphire, then pure Bright Sapphire.



I painted the mandibles and spurs with a 2:2:1 mix of Lava Orange, Rainforest, and Wicked Pink, and highlighted with Rainforest.

CREATING BROWNS

We learn early on that mixing orange and black pigments will make a brown paint, and while that's true, it's not the only way we can do that. A general rule of thumb is thast mixing two colors that appear opposite each other on the color wheel will result in a brown.

However, if you want a specific brown hue you'll have to work a bit harder to mix it. The brown used on the base here is a mix of Matt Black, Lava Orange, a touch of Wicked Pink, and Rainforest. The highlights were made by adding increasing amounts of Rainforest.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and

genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life

GTM JULY 2024 101





DORFROMANTIK (PNA 51240.USA)

From Pegasus Spiele North America, reviewed by Eric Steiger

YP	8 & Up	#	1 - 6 Players	
Ø	30 Minutes	8	\$44.95	

"Hey guys, Dorfromantik won Spiel des Jahres!" Uh... great. What's Spiel des Jahres? Spiel des Jahres is the German game of the year, arguably the most desirable accolade a board game can win, and it's typically awarded to innovative, light, approachable games playable by an entire family. So that should tell you a bit about what Dorfromantik is, and who it's for. It's based on the app game of the same name, and the most common adjective to describe both is "relaxing." If intense, brain-burning strategy for hours is what you seek, turn the page now. Dorfromantik is the game equivalent of a bubble bath with scented candles, and let's face it — we could all use some of that from time to time.

At the beginning of the game, you will turn over three tiles from the stack of "task tiles," which will contain features like houses, railroads, rivers, etc. Each time you turn over a task tile, you grab a token of the matching feature type, which will be a number from 4-6. That indicates how big a contiguous area of that terrain feature you are trying to build around the task tile. On each turn, players turn over a regular tile and place it onto the board, connecting to at least one other tile. Once you complete a task by creating the specified area, you remove the token to show it's finished, then add a new task tile to the board (there will always be exactly 3 active tasks). The game ends when you get through all the regular tiles; you then total up your

score from completed tasks and fully-enclosed regions. That's it... sort of.

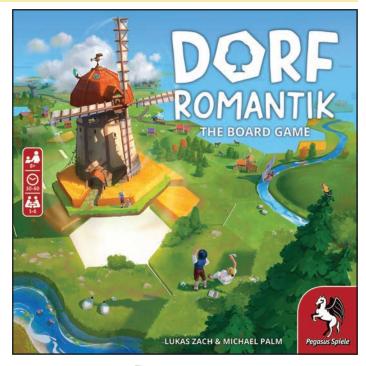
Depending on your score, you will meet certain achievements, which tracked on a separate sheet. As you obtain these achievements, you will be able to open different boxes in the game that provide you [spoiler redacted] with and other ways to earn more points during a game. This will enable you to achieve a higher score, thus obtaining more achievements, thus allowing you to open more boxes

and unlock new ways

to earn higher scores. And that is the true genius and beauty of *Dorfromantik*, in that (for better or

worse) it plays very much like the app game that it comes from.

In one sense, *Dorfromantik* isn't really a "game" at all — you can't lose. Even other cooperative games have victory or loss conditions; *Dorfromantik* doesn't. Your goal is to earn as high a score (together or solo) as possible, and then see what new features you've unlocked with it. The joy is in the playing, not in the winning, so lean into it, and don't sweat too much about trying to make every play perfect. This is not what you pull out for an evening of hardcore competitive



boardgaming... but it might be what you pull out after that evening as a way to decompress and come back together after a long night of stabbing each other in the back. And it also may be what you get out for your friend, family member, or co-worker who "doesn't do games," but is still constantly playing Candy Crush on their phone.

It's not hard to see why

Dorfromantik won the SDJ

— it's got a zen quality
that makes it addictive the
same way other good app
games are, and even when
there isn't an achievement on the line.

you'll still challenge yourself for your personal best score, or make up your own goals like earning the most points you can with only rivers. Additionally, while the play is simple,

there are strategies and techniques you'll learn over time to increase the efficiency of your tiles; using an existing 4-hex

region as the basis for a 5-hex region for a later task, for example. And the unlockable boxes add to this strategy as well. Ultimately, however, this is still meant to be the most casual and relaxing of casual relaxing games.

Eric is your friend, and friends wouldn't let you play bad games.

ay Carlotte

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CLOOMHAWEN

—JAWS OF THE LION—



Gloomhaven Jaws of the Lion is a fully stand alone and cooperative, campaign game of tactical combat set in the same unique fantasy world of its predecessor, Gloomhaven.

Players will assume the roles of 4 new hardened mercenaries and work together to fight through a new prequel campaign full of choices, challenges, and twists.

"New built in tutorials, learn-to-play guide, and play-surface scenario books allow players to jump into the action more quickly and easily than ever before."

- BoardGameGeek.com













SANDBAG (BEZ SAND)

From Bezier Games, reviewed by John and Dell Kaufeld

TED ALSPACH

YPP.	3 - 6 Players	#	15 & Up
Ø	30 Minutes	8	\$14.95

A lot of people picked up interesting hobbies over the last few years. In Sandbag from Bezier Games, you and your fellow players decided to join the hot air ballooning club.

Of course, merely flying the balloons and enjoying the view wasn't enough for daredevils like you and your friends. You needed something with a bit more edge and serious competition. So you hit on an idea: You'd see whose balloon could fly the highest through some strategic sandbag drops, a bit of old-fashioned luck, and strapping on an occasional rocket.

Sandbag is a trick-taking game at heart, but it's a dark and twisted heart. The game adds face-down plays, card swapping, and a mechanism that might change the trump suit after every trick. And for its final twist, it's a trick-taking game where you don't want to take any tricks at all.

Climb in and get ready to soar as we look at the top five things you need to know about high-flying balloons in Sandbag!

EXPLORING THE DECK

Sandbag's deck contains five suits of balloon cards (red, orange, purple, yellow, and blue). Each suit has eleven cards numbered 0 to 10. The deck also has ten rocket cards: five -5 cards and five -7 cards.

There's also a handy double-sided reference card for every player. Hand them out at the beginning of the game because you will need them. Seriously.

SETTING UP A GAME

The mix of card in the deck depends on the number of players.

With three players, you remove one balloon suit color and add four of the five -5 rocket cards. With four players, you use all balloon suit colors and all -5 rocket cards. For five or six players, you set up the deck like you did for four players, but use the -7 rockets instead of the -5 rockets.

With the deck ready, you shuffle and deal

all cards evenly to the players.

PASSING AND BASKET BUILDING

Here's where Sandbag leaves the world of normal trick-taking games and begins going down its weirdly unique path.

Players look at their cards, pick two they don't want (typically high numbers), and pass one each to the neighboring players on the right and left.

Now it's time to build your "basket." Each player puts three cards face down in front of them. Two cards are played side by side vertically. These are your basket cards. The third card goes below the first two and gets played horizontally. That's your sandbag.

All players flip over their two basket cards simultaneously. The color of the most face-up basket cards is the first trump. The player with the highest trump card in their basket becomes the first player.

DIALING UP THE WEIRDNESS

Basic play in Sandbag works like a normal trick taking game. The first player leads a card, then everyone must follow suit if they can, but they have several ways of doing that.

Normally, you'd play a card from your hand, but Sandbag gives you three other options. First, you could play your face down Sandbag card (the one under your basket). Doing that counts as following suit, but without the peril of taking the trick.

> You can also swap a card from your hand for any of the face up basket cards in front of other players. To swap, you take a face up card of the led color from someone else's basket and replace it with a face down card from your hand. You then play the card the card that you took. It's a nifty way to dump bad cards out of your hand.

> The rocket cards we mentioned earlier add one more funky twist. Playing a rocket card or swapping for one in someone else's basket also counts as following suit.

CHANGING TRUMPS. **COUNTING POINTS**

Since we figured out the trump suit by looking at everyone's basket cards, messing with the basket cards might - and probably will - change the trump suit.

At the end of a trick where at least one player swapped a card, everyone looks at the remaining face up basket cards. Just like you did at the start of the round, players figure out which color has the most face-up basket cards. That immediately becomes trump. It's possible that two or more colors could all be trump at the same time, which gets really wild.

Once all cards (including sandbags) have been played, the round ends and scoring starts. You get one point for each

card you took in a trick and for each face down card in your basket. Face up basket cards give you their numeric value in points. Rocket cards you took subtract points from your total.

When you finish scoring, shuffle the deck and play two more hands. The player with the lowest final score wins.

We had a challenging learning curve with Sandbag. By themselves, Sandbag's basic game play, card swapping mechanic, ever-changing trump suits, and sandbag cards are easy to grasp, but it took us several games to mesh everything together and figure out how the individual pieces drive the game's strategy.

Hitting that point was the proverbial light bulb moment for everyone playing. The game revealed more strategic depth than we anticipated, as well as plenty of surprising twists thanks to the swapping mechanic and the way it ties into trump selection.

If your group loves trick taking games and craves twisty mechanics, Sandbag will be a winner. Recommended!

John Kaufeld often frets about whether the word "meeple" has [a proper plural form. This rarely worries Dell at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



FUN FOR THE WHOLE FAMILY

quick • accessible • charming



AVAILABLE NOW!

A PAWtastic set collecting game for 2-6 players

Grab the most fish with your cat paw to win!







HEROES OF BARCADIA BOARD GAME (RAC HOBBRD-BGRE) & HEROES OF BARCADIA: PARTY PACK EXPANSION (RAC HOBBRD-PPRE)

From Rollacrit, reviewed by Brian Herman

Pack

Li ii O

YF	21 & Up	#	2 - 6 Players/ 2 - 8 Players
Ø	30 - 90 Minutes	8	\$60.00 / \$25.00

To my mind, there's no greater reward at the end of a long day than enjoying a beverage or two and playing a game with my friends at the same time. The fine folk at RollaCrit must share my enthusiasm for these activities, as they have released a game that shares them. Heroes of Barcadia thrusts 2-6 players (or 2-8 with the expansion) into the role of brave adventurers searching in competition for a stolen legendary drink hoard in a dangerous dungeon. So belly up to the bar or table and keep your frosted glass at hand, because we're going on an adventure with this one.

To setup, each player receives a character card, corresponding d20, and matching pint glass marked with notches for their player's health and fills it with their beverage of choice to the top marked line. The "Dungeon" is set up with a series of tiles with starting areas first for players to place their filled drinks, and then one by one with "Room" tiles dealt facedown. The dungeon construction is rather freeform, with each player getting to place tiles one by one in spiraling, winding

corridors. A face down deck of one-use "Loot" cards and "Power-Up" cards are shuffled and placed within reach of all players, and a pile of "Trap" tokens (resembling bottle caps) are also placed nearby. Each player rolls their d20, with the highest roller going first.

Gameplay is fairly easy to follow right out of the gate. Each turn, a player can do one of three things. 1) Reveal a room adjacent to their cup, resolve it and move in, 2) move through 2 revealed rooms, or 3) attempt to claim the drink hoard. Unrevealed rooms can contain loot cards, powerup cards, or monsters and

bosses. The latter two force the player to deal with them before entering, rolling their d20 and adding any bonuses from their cards to try to match or exceed the monster's "Level." Success usually means a reward in the form of Loot/Powerup Cards, while failure usually means taking damage, or rather drinking enough to match the damage given. Each notch on the side of the cup is 5 Damage, so taking 15 damage is roughly 4 drinks worth. If a player loses an encounter and takes damage, the tile is flipped face down again and can be attempted again on a future turn. Once a tile is turned face up, any player can move through it without dealing with the encounters. However, only





one player can claim the "Drink Hoard" and win the game. Once the "Drink Hoard" tile is revealed, it stays face up throughout the game an any player that has 3 power up cards and is adjacent to it can attempt to claim it by rolling their d20 and hitting 15 or higher with no help from their cards. Success means ultimate beverage glory, while failure means having to do it again on another turn.

While the gameplay is fun enough in a "screw your neighbor" kind of way, two things drew me in and kept me buckled for game, as well as coming back for more. The first is the level of dedicated drinking puns on characters, monsters, bosses, and loot/powerups, each one funnier than the last. There's nothing quite like watching the character playing Intoxia, the Necromixer attempt to defeat a Fire

Breathing Flagon with a BottleAxe after downing a Thirst Aid card to ensure they were ready for the battle. The giggles heard around my table only increased as the game continued further into the evening. Every single monster/boss/powerup card is a booze/drinking pun that's been well thought out.

The second item that caught my attention took care of my only worry about a game where we are essentially using the game pieces as coasters. Every item/card/etc is enameled and 100% waterproof. While spills might puddle on your table or floor, they won't hurt your game pieces at all, and the adorable art won't be smudged or ruined in any way, shape, or form. With the expansion, you can add even more adventurers to this amazing party game, upping the excitement for everyone. If you're a fan of frosty beverages, puns, and laughter, I can't recommend this one enough.

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.







- > Resource management
- > Contract fulfillment
- > Challenging tile puzzle mini-game
- > Rondel worker movement
- > Engine building







CASTING SHADOWS (TET 6962-CS-BSG1)

From Unstable Games, reviewed by Whitney Grace



There should be something inherently wrong with cute animals being so dastardly and dangerous. The idea of adorable, dangerous animals is as old as Aesop's Fables and we love them. Why do we love them? I think it has to do with the same reason we love human babies. There's no logical reason to love babies, but they're so cute and helpless we must. That's the feeling I get whenever I see the Casting Shadows box from Unstable Games, makers of Unstable Unicorns and Here To Slay. They're experts in conniving critters and this game isn't any different, except with its own shade of awesome.

Casting Shadows takes players into an enchanted world where their ultimate goal is to become the Ultimate Shadow Caster. Harnessing spells and resources, they learn how to summon a shadow Companion and unlock their Shadow Form. This description sounds like the summary for a shonen anime missing specific details, but that's the exciting part. Why? Because with the power of imagination and adhering to the rules, you get to be hero.

Casting Shadows equips players with the following: four Meeples, four reference cards, five resource dice, 13 response tokens, one hex tile reference sheet, 10 card counterspell deck, 10 card companion deck, 52 card main deck, seven hex tiles, and four double-sided player boards.



Players start the game by selecting a character and the matching Meeple with such cute names as: Nuzzle Thornwood, Haze Greentongue, Kit Gale, and Frill Lilypad. Set the HP tracker to 18 and shadow tracker to 0 shadow energy. Take a reference card, then set up the map using the Ancient Rune Hex tile as the map's center with the Dusty Desert and Underground Volcano Hex tiles on opposite sides. The map is completed when each player adds their Home Hex tile. Next place your maple on the matching Home Hex tile. Shuffle the three decks and place them on the table, then draw three cards from the companion deck to form the companion portal.

Each turn has three phases with the first having players roll the five resource dice to form the resource pool for that turn. During phase two, players complete actions using four action points. They can repeat multiple actions ands aren't forced to use all their points, but points don't roll over. Players can collect, refresh, pro-

tect, preroll, cast, and travel. Phase three requires players to absorb remaining Shadow Fragments in the resource pool.

Resource management is key to collecting and casting spells. The resources are cursed crystals, orbs, shadow fragments, and gems. The shadow fragments allow players to cast



spells and, by collecting enough, transform into their shadow form. Cursed crystals are dangerous resources and if are left in the pool when a players' turn ends, then they take damage. When players transform into their shadow forms, they can take a companion that will stay with them for the remainder of the game and use their characters' unique powers. When a player loses their HP, they've lost the game. Whoever is the last player and Meeple standing wins.

When I played Casting Shadows, I kept expecting more of the game's lore to pop up with each turn. The cards revealed more infor-

mation that built the world, but the rest was left up to me to fill in the blanks. Most games I play have the specifications filled in so players don't need to imagine much. This is what I loved the most about Casting Shadows. Players are given the outline and rules of a magical world inhabited by cute, dangerous animals and then they make-up their backstory.

These cute, little animals aren't helpless and are as appealing as anything that Japan spits out for export. They definitely fulfill the definition of kawaii, but once they achieve their final form they're deadly and dangerous. They're more alarming and beautiful than cute then.

Casting Shadows is an amazing game for people wanting to test their imaginations with an engrossing gaming system. It creatively combines spells and resource management in a complex, but quick learning system that fans of adorably dangerous animals will love.











Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loudmouthed kiwi bird.

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EPIC ENCOUNTERS: PALACE OF THE DROW QUEEN (SFL EE-023)

From Steamforged Games, reviewed by Thomas Riccardi

YPT.	14 & Up	#	2 - 4 Players	
Ø	120 - 240 Minutes	8	\$54.99	

Their name is only spoken in hushed tones and whispers, if at all. They are only known as the Drow and these creatures live underground and hate everything that ilives on the surface. Led by their Queen, these warriors will do whatever despicable deeds their sovereign commands. Will your band of adventurers be able to stop the Queen and her minions, or will you succumb to the forces of darkness? This is the challenge within the latest release in the *Epic Encounters* line from Steamforged Games; welcome, foolish souls, to the *Palace of the Drow Queen*.

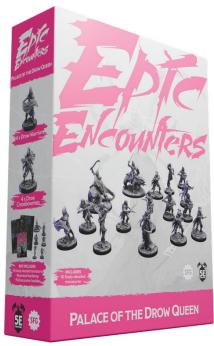
Epic Encounters: Palace of the Drow Queen is a supplement for Dungeons and Dragons 5e and contains everything that you will need to get started in using these in your current or new campaign. The items that are included in this boxed set are the following:



16 highly detailed miniatures which can be used either right out of the box or can be painted to your liking. The miniatures are broken down into the following ranks: four Drow warriors that are clad in armor, holding a sword and shield. Four Drow crossbowmen, each armed with a massive crossbow ready to drop targets from a distance. Three Oneiromancers, able to cast a variety of magical spells that can be used to damage, trick, and confuse your adventurers. Two Drow whirlwinds, each able to deal a devastating multi-attack to his foes with their two swords. Two Drow lizard cavalry, mounted troops riding on giant reptiles able to attack by spitting poison at enemies along with biting them. And last, but not least, the all-powerful Drow Queen who is a very formidable foe, as she can not only attack with her dagger and a spider mechanical exoskeleton grafted to her back, but she can also wield a myriad of spells that can be used to either augment her forces or cut down any adventurer foolish enough to oppose her.

 A highly detailed double-sided adventure map, one side depicting the docks where the Drow warships arrive and deposit their plunder, the other side, the massive entrance hall into the palace of the Drow Queen.

Also included in this boxed set is an adventure book with everything that you will need introduce this adventure into your campaign. There is a small bit of lore on the Drow explaining how they have developed a hatred for the people on the surface as well



as adventure hooks as how to introduce this side quest into a larger campaign. Each of these sections is broken down according to the double-sided map and those are the Docks and the Palace of the

Drow Queen. These two sections provide flavor text, the number of enemies found in each area, as well as some tables to roll on if the characters plan on searching for treasure or useful items against the Drow.

Each of the six character types represented by the miniatures included in this set have all the stats needed to bring them into your standard *Dungeons & Dragons 5e* adventure. Included are attacks and how much damage they can incur along with any special abilities that they can use. These encounters are designed for characters who are levels 5-10; however, you can scale this set with either lower level characters or characters who are beyond level ten. There are instructions for every encounter editing their stats making it either easier or harder for the players to challenge.

With sixteen miniatures that can be used with this and other adventures, a detailed double-sided map, and a adventure book that has tons of lore to get your adventurers wanting to explore this new realm, Epic Encounters: Palace of the Drow Queen has enough content

to keep your party wanting to challenge the underworld of the Drow. For this and other great products head over to https://steamforged.com/ and get ready to face the ferocity of the Drow Queen and her minions.

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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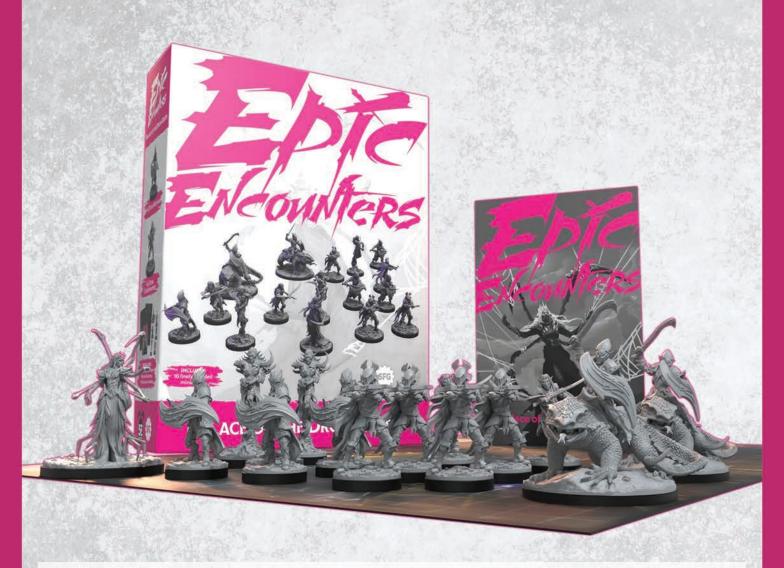








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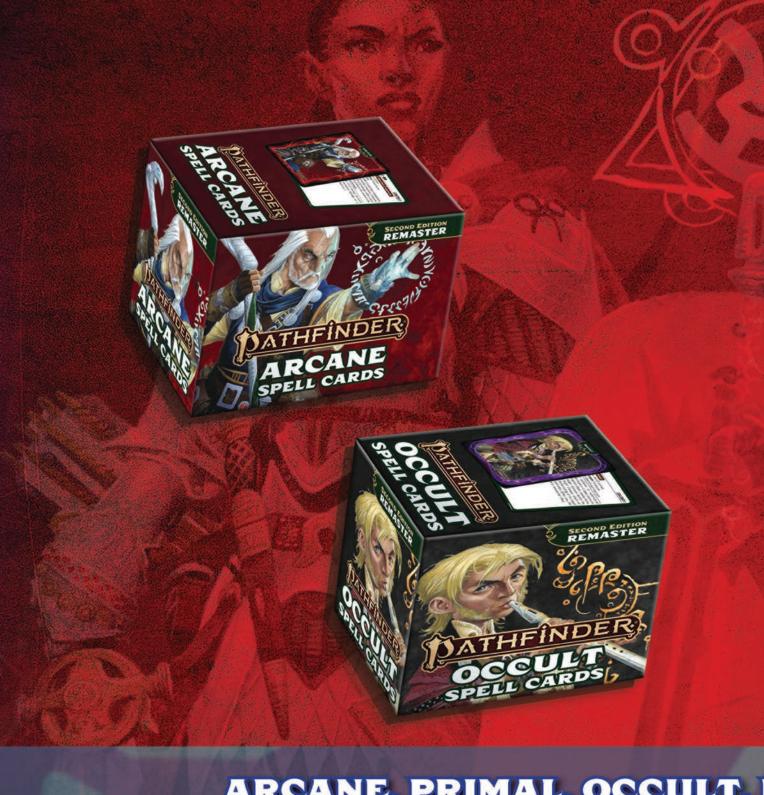












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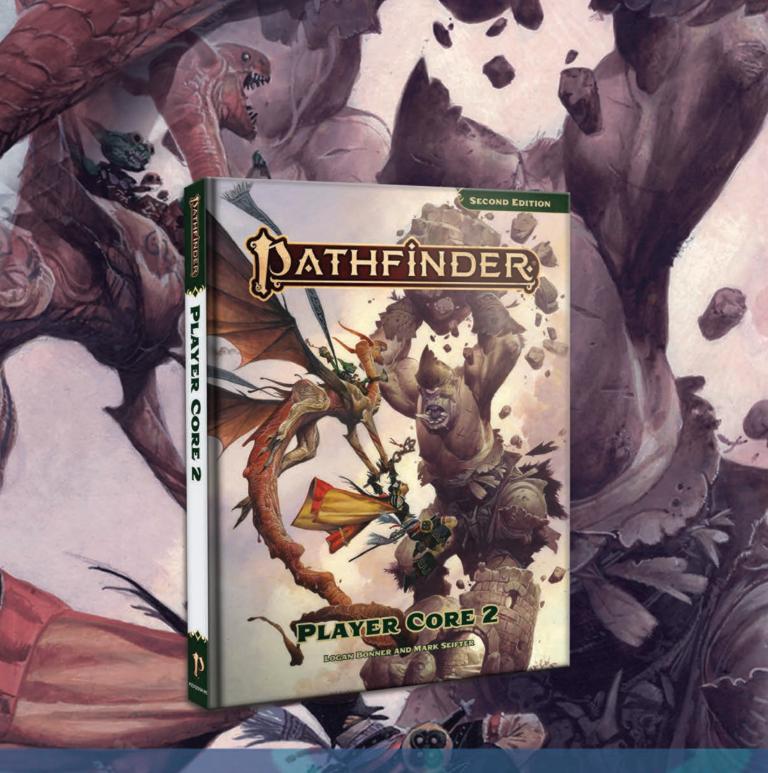
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